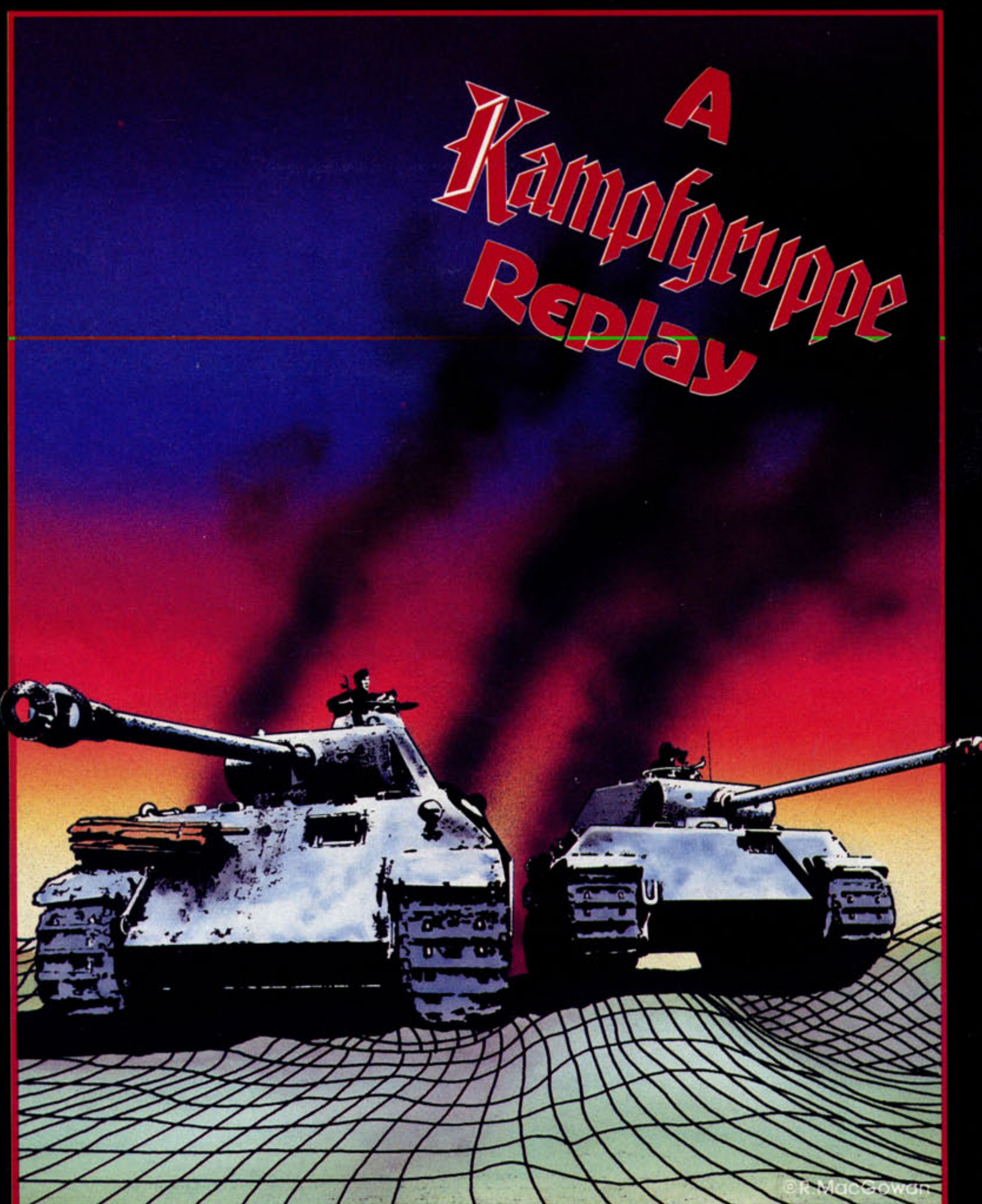
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COMPUTER GAMING WORLD

THE JOURNAL OF COMPUTER GAMING



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MENU

Number 25 **Jan-Feb 1986**

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FEATURES

DEPARTMENTS

TAKING A PEEK

Accolade, Inc.
20863 Stevens Creek Blvd.
Cupertino, CA 95014

HARDBALL: One or two player game featuring 3-dimensional field perspectives. Excellent graphics. Primarily a pitcher vs batter game. Joystick only. C-64 ($29.95), Apple ($34.95). Circle #2

LAW OF THE WEST: An interactive recreation of a western saga featuring approximately a dozen unique characters, each of which have a multitude of possible conversational outcomes. Four different street scenes illustrate the town of Gold Gulch. Clever, animated graphics and humorous dialogue. One player. C-64 ($29.95), Apple ($34.95) Circle #3

Avalon Hill Game Co.
4517 Harford Road
Baltimore, MD 21214
800-638-9292

GRYPHON: Fantasy arcade adventure game. Six levels, three screens featuring "multi-plane" graphics which allow movement in front of, behind, and between structures, plants, etc. C-64/128 ($19.95). Circle #4

BLACK THUNDER: Automotive, arcade adventure game with race cars and battle action. Futuristic setting, split-screen action, software speech. 14 levels, 32 screens. C-64/128. ($19.95). Circle #5

ADVERTISERS

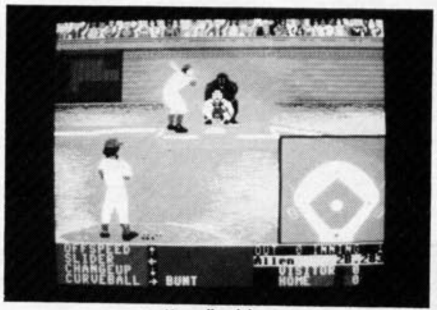
Broderbund
17 Paul Drive
San Rafael, CA 94903
415-479-1170

FANTAVISION: A special effects generator that allows users to create studio quality animated sequences. Animation sequences can be saved to self-booting data disks, up to 64 frames per sequence. Apple 64K. ($49.95). Circle #6

PRINT SHOP COMPANION: Provides Print Shop users with 12 new fonts, 50 new borders and special editing features. Sixteen new drawing tools plus mouse control. Permits the capture of graphic files from other graphic programs. If you like Print Shop, you will love Print Shop Companion. Apple 64K. ($39.95). Circle #7

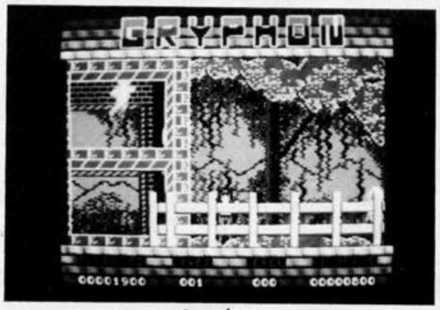
ESSEX: Second in the electronic novel series (MINDWHEEL was first). The story takes place aboard an intergalactic spaceship on a search-and-rescue mission. Rated as very challenging. Many popular machines. ($44.95). Circle #8

BRIMSTONE: Third in the series. Follows the adventures of Sir Gawain, Knight of King Arthur's Round Table. Rated not as difficult as ESSEX. Many popular machines. ($44.95). Circle #9



Hardball


Law of the West



Gryphon

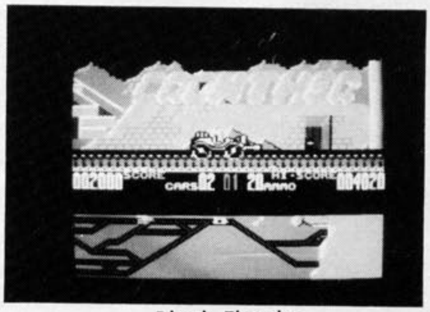
Electronic Arts
2755 Campus Drive
San Mateo, CA 94403
415-572-ARTS

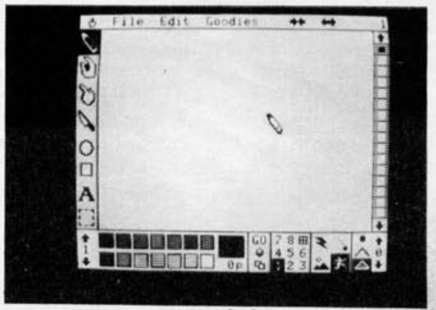
MOVIE MAKER: Improved version with three animated movies by Gahan Wilson and a large selection of new art. Users can draw their own frames, let the computer animate them, and even add a sound track. Apple, C-64/128. ($39.95 & $32.95). Circle #10

EPYX
1043 Kiel Ct.
Sunnyvale, CA

THE EIDOLON: Adventure role-playing game with fractal graphics for three dimensional action. The player travels into a magical dimension by means of a time machine, with the task of deciphering the messages of the strange beings found there. From Lucasfilm Games. C-64/128, Atari 64K. ($39.95). Circle #11

KORONIS RIFT: First person strategy and adventure game as the player pilots a Surface Rover through the Rifts of Planet Koronis in 2249 AD. Put together the right weapons to destroy the genetic clones. From Lucasfilm Games. C-64/128, Atari. ($39.95). Circle #12


Black Thunder



Fantavision


Movie Maker

THE WORLD'S GREATEST FOOTBALL GAME: Hybrid strategy/arcade game. You can use a "playbook" to design your own plays and then test them out arcade style. The depth of variety in the playbook is truly remarkable. Slow motion replay. There are three window views: open field, overhead and one-on-one. Some of you may recall "Starship Commander" which came out for the Apple a few years ago. This game was designed by the same group (NEXA Corp.) and, like Starship Commander exhibits some of the best Apple graphics around. One or two players. Apple 64K. Circle #13

JET COMBAT SIMULATOR: Realistic flight and combat simulation of the F-15 Eagle. Take-offs, landings and dogfights. Heads up display, practice and combat modes, four levels of difficulty. One player. C-64. Circle #14

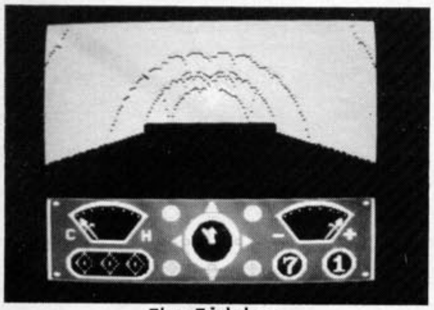
Firebird
PO Box 49
Ramsey, NJ 07446
201-934-7373

ELITE: Interstellar game with 3-D Vector graphics. Trade and combat in the cosmos. 2000 planets in eight galaxies. Britain's 1985 Adventure Game of the Year. It looks impressive. C-64/128, Apple. ($29.95 & $34.95). Circle #15

Hayden Software
600 Suffolk Street
Lowell, MA 01854
617-937-0200

THE HOLY GRAIL: Text adventure game. You are a knight on a quest for the Holy Grail. Full sentence parser and real-time simulation. Apple, IBM. ($49.95). Circle #16

Continued on pg. 15



The Eidolon



Koronis Rift



COMPUTER GAMING WORLD has moved!

Our new editorial address is:

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SUITE A
ANAHEIM, CA
92805**

Our mailing address remains:

**P.O. BOX 4566
ANAHEIM, CA
92803-4566**

EDITORIAL

CHANGES

With this issue CGW begins its sixth year of publication. A *lot* of water has gone under the bridge since 1981. Through the trials and tribulations that have brought down even some of the goliaths of the computer magazine industry, CGW has continued to grow (slowly, steadily, but surely).

With the start of our sixth year, we continue our never-ceasing task of making CGW better. Many of you have asked (some have even begged) that we go monthly. Well, although not quite monthly, CGW *will* be increasing frequency to nine times per year. You can think of CGW as a monthly with minor hiccups in February, July, and October. Except for those three months you will see a new issue of CGW each month.

We have always felt that CGW was the most timely and in-depth source of information about computer games. The new publication schedule can only serve to improve this situation.

You probably have also noted a change in our issue numbering scheme. We have done away with the old Vol./No. format in favor of a whole number system. So rather than 6.1, this issue is Number 25.

All subscriptions have been converted to this new numbering system and subscribers can check their mailing label to see which is their final issue. Subscribers will still receive the number of issues for which they have paid (in most cases six or twelve) although those subscriptions will take less than a year (or less than two years) to fulfill. The subscription card in this issue details the new subscription rate for nine and 18 issues.

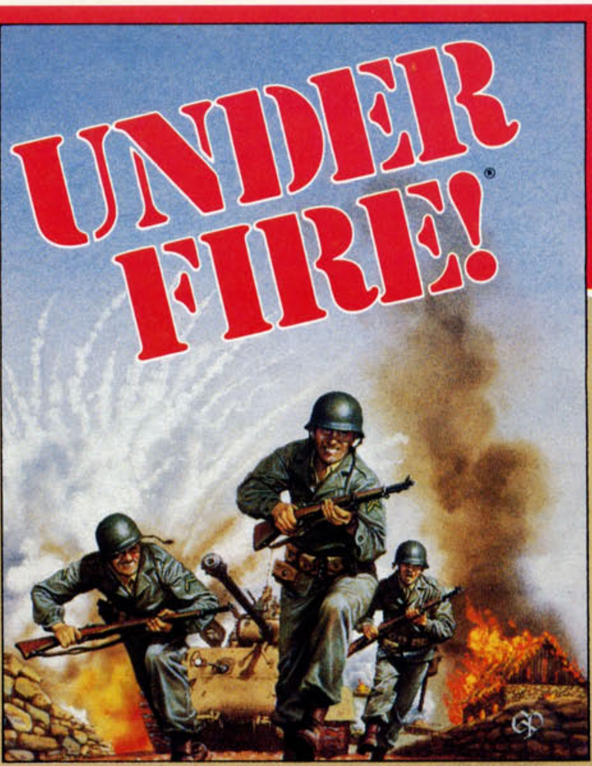
As you may have noticed elsewhere in this issue, CGW has moved to larger quarters. Our new editorial office address is 515 S. Harbor Blvd., Suite A, Anaheim, CA 92805 (just down the street from Disneyland). Please continue to use our P.O. Box for all correspondence, orders, etc. (P.O. Box 4566, Anaheim, CA 92803-4566).

Beginning with our last issue (5.5) CGW is being printed in Erlanger, KY and is mailed from Cincinnati, OH. This means that East Coast subscribers will get their issues much faster and West Coast subscribers will get theirs only slightly later than before.

CORRECTION

In 5.5, M. Evan Brooks reviewed the Command Series from Microprose. In the biographical blib that followed the article we erroneously reported that Mr. Brooks attended the Army War College. Although he has completed Command & General Staff College, he has neither attended nor completed the Army War College.

UNDER FIRE!



It was quiet under the blistering Russian sun except for the rumble of gunfire off through the hills. Through his binoculars, the Soviet lieutenant could see the road leading into the dacha. The hedge blocked his view of most of the ground, and nothing could be seen moving among the second story windows. His orders were to take his squads and three T34/76 tanks in and occupy the abandoned country house.

From the wheatfields of Russia to the hedgerows of northern France, this is the world of **Under Fire**, the game of tactical World War II combat. Commanding an array of armor, infantry and support guns, take your men into the razor's edge of combat.

The lieutenant stood up and waved his arm in a circle. Around him arose fifty men who deployed in a line. Silently, they passed through the cool woods toward the hedge, their eyes scanning the windows, their fingers calmly resting on the trigger guards of their rifles.

Men and weapons from the United States, Germany and the Soviet Union are represented. The map is a topographic recreation of the ground they fought over, shown in three different scales. Choose the situational map for the strategic flow of battle, or the tactical screen that shows the terrain in amazing detail.

They were 30 meters from the hedge when the land exploded in smoke and flame. A machine-gun nest spoke from a window, sending the patrol to the earth. The hissing rocket from a panzerfaust caused one of the tanks to explode, its crew bailing out of all hatches. Two Panther tanks moved out from under their cover. The lieutenant ran forward in a crouch, waving to the squads that were not pinned under fire to follow.





Strategic and Tactical Maps.

Front line combat is never predictable. Hidden units can appear out of nowhere, attack and vanish again. If caught in the open, a green squad can break and suffer horrendous casualties, while veterans rush for cover. In **Under Fire**, squads are rated for morale and training. The computer handles all line-of-sight problems, and can direct the fire of your units. Without the complexities of figuring odds and terrain charts, finding the proper strategy depends upon instinct and experience. All of the uncertainties of combat are present.

The lieutenant and his patrol moved swiftly and methodically through the woods. One of the T34's entered the yard and was trading shots with the Panther. A German squad was suddenly flushed from their hidden position and was cut down by the tank's machine gun.

Under Fire, lets you begin play immediately! All orders are entered using simple keyboard or joystick commands, and there is a helpful tutorial in the rulebook to take you step-by-step into your first battle. The nine scenarios range from open-field firefights to house-to-house conflict. Each scenario can be different when you change the ten variables, including nationality, skill level and victory conditions.

A Wargame Construction Set!

Design your own maps and scenarios. It's easy with **Under Fire**. The Mapmaker disk can re-create the **bocage** of Normandy, the Russian steppes and the final assault on Berlin! Design the order of battle to emphasize infantry, armor or a mixture of the two. Choose among other factors, the weather, map scale, general orders and victory conditions. Order a squad to attack or defend terrain, destroy the enemy, delay the advance or break out of the pocket. Finally, save your own scenarios to disk and they'll be ready to play anytime (the computer is always willing to play). **Here's what you get:**

- **Three disks:** containing the game, a roster of German, Russian and American infantry and tanks, and nine scenarios. The Mapmaker disk helps you create maps for your own scenarios.
- An extensive **rulebook**, containing all the rules, tactical notes, a tutorial to start you on your first scenario right away, and an index of screen commands. **$59.95**

Computer Requirements:

Apple® II family of computers (II+, IIe, or IIc), 64K
One disk drive
Joystick required for II+; optional for IIe and IIc
Mockingboard™ optional
TIME SCALE: varies.
MAP SCALE: From 12 meters/position to 72 meters.
UNIT SCALE: infantry squad, individual tanks and guns.
PLAYERS: One or two, also recommended for team play.
PLAYING TIME: From 10 minutes for a two-squad battle to five hours for 32-squad firefight.
COMPLEXITY: High.
SOLITAIRE SUITABILTY: Very high.

Under Fire is The Avalon Hill Game Company's trademark for its Microcomputer Game of World War II Infantry Combat

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microcomputer games DIVISION
The Avalon Hill Game Company
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BATTLE OF ANTIETAM™ brings back one fateful day, September 17, 1862, when the Gray and the Blue clashed so fiercely that it came to be the bloodiest day of the Civil War. This grand-tactical simulation is so detailed, combat is resolved down to the individual soldier. Beginner, Intermediate and Advanced Games are provided so wargamers of all levels can try their hands at rewriting history.

COLONIAL CONQUEST™ spans the late 1800's and early 1900's that marked the Age of Imperialism. This fun and easy-to-play game of global domination puts you in charge of one of six colonial powers – the U.S., Great Britain, Germany, France, Russia, and Japan. Your goal: To conquer the world any way you can — through subversion, espionage, or sheer military muscle.

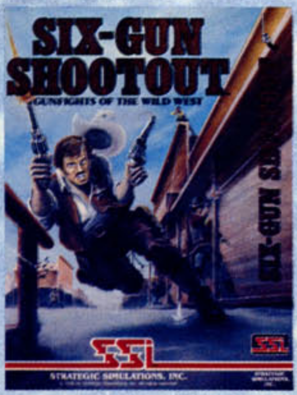
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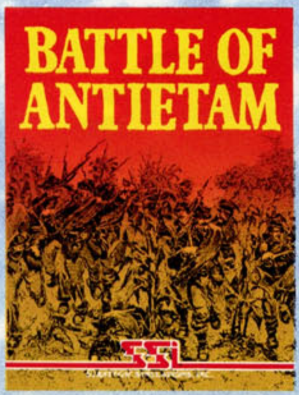
If there are no convenient stores near you, VISA & M/C holders can order our time machines directly by calling **800-227-1617, ext. 335 (toll free)**. In California, call 800-772-3545, ext. 335.

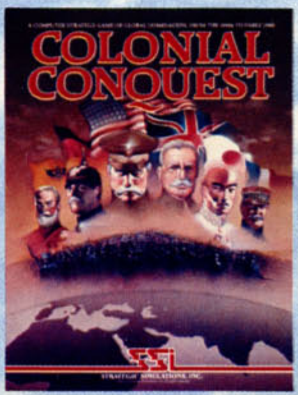
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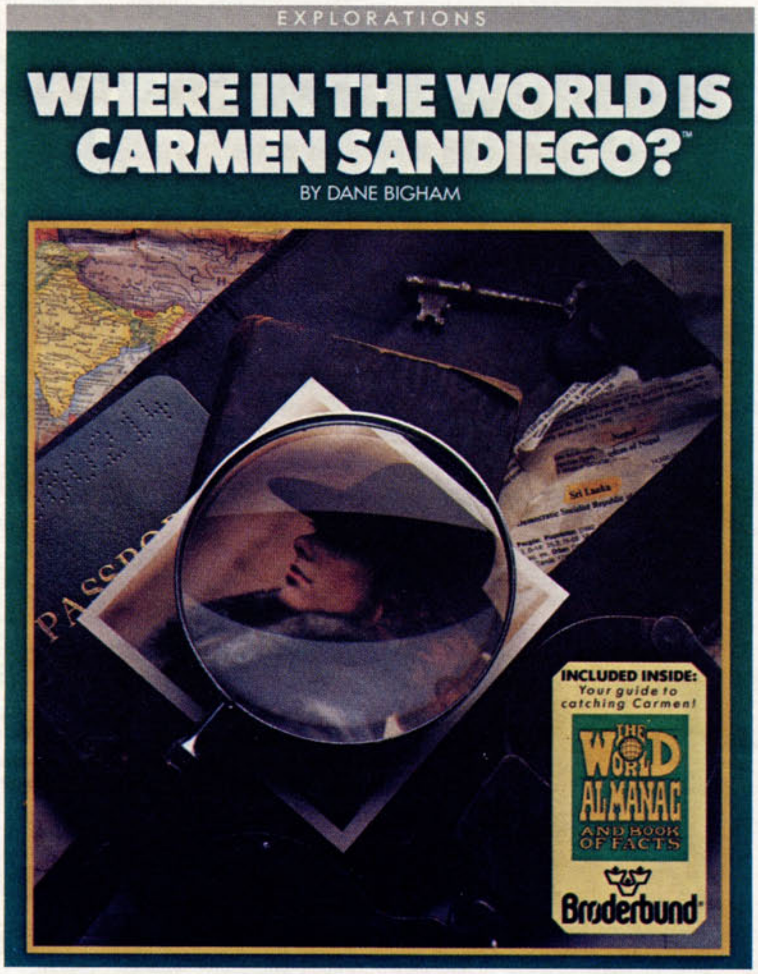


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Circle Reader Service #20

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"Excuse me, have you seen this woman?"



SOMEONE HAS MADE OFF WITH the Statue of Liberty's torch...and you've been assigned to the case! This could only be the work of *Carmen Sandiego and her gang*—the dastardly crew that has sworn to swipe each and every one of the world's most famous landmarks and treasures.



You're off on a whirlwind international chase! From London, to Bamako, to Peking, to Kathmandu...you'll find yourself in one strange city after another, with only your Crime Computer and your trusty copy of The World Almanac to guide you. You'll learn to use your computer and Almanac together to find your way around and decipher the clues you uncover. And, with enough dogged detective work, you'll soon collar the cunning culprit.





But don't get overconfident! The Mona Lisa, The Crown Jewels... you've got more treasures to protect, more cases to crack, more crooks to catch.

So now that you know what you're up against, what in the world are you waiting for?

WHERE IN THE WORLD IS CARMEN SANDIEGO? *combines all the best aspects of graphic adventures, mysteries, and arcade animation in a captivating crook's tour of the world. It comes complete with* The World Almanac® *and Police Dossier on Carmen and her gang. Players can work together, with one operating the computer while the other scours The Almanac and Dossier for vital information. With 10 possible suspects, 30 cities, and nearly 1,000 clues,* Carmen Sandiego *is a different game every time you play—for endless hours of family entertainment.*

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Circle Reader Service #21

UNDER FIRE!

by William Harrington

UNDER FIRE! (UF!) is Ralph "T.A.C." Bosson's sophisticated, highly playable game of tactical World War II combat. UF! is also a sophisticated Wargame Construction Set that enables the creative wargamer to design his own scenarios and battle fields from the desert killing ground of the Kasserine Pass in North Africa to the desperate street battles amid the frozen rubble of Stalingrad, anywhere your imagination and your Apple II can take you. UF! is also a gaming "system." Its "open architecture" is designed to expand and grow with new maps, scenarios, units and advanced capabilities to keep UF! on the cutting edge of computer war gaming in months and even years to come!

"OK YOU GUYS, LISTEN UP"

Just as in actual combat it's the little things that can make all the difference. For example, how the UF! rule book starts you right off learning the gaming system by playing a few turns of a sample scenario from the game! Now you don't have to feel guilty about booting the disk before you read the manual. In addition to the rules themselves, the game manuals include statistics on weaponry, and interview with the author and even a glossary of GI "slang".

"SMOKE 'EM IF YA GOT 'EM"

UF! is currently available for Apple II plus, IIe or IIc computer systems with at least 64K of RAM. You'll need a self-centering joystick on the II Plus, optional on the IIe, to enter commands. The system supports the Mockingboard(tm) sound effect generator for even greater realism.

The "Original Units and Scenario" disk includes WWII infantry, armor, self propelled artillery and motorized units from the United States, Germany and the Soviet Union. Up to 32 units may be engaged at any time. In the future Avalon Hill will provide "Extended Units Disks" to expand the units types, nationalities, and weaponry currently available in the game. Game set up begins with the computer automatically selecting the "Order of Battle" or, optionally players may elect to "Purchase" their own units. Even the game scale may be adjusted from 12 to 72 meters per position to support a simple squad level firefight to a full blown armored battle. In addition players may elect a limited supply option to more accurately reflect the choices commanders must make with never enough men or material.

Terrain in UF! is multi-level and includes woods, depressions, rough, stone walls, hedges, buildings, hills, open country, water and roads. Bosson has even included the choice of season to further add to the realism. In winter frozen rivers may be crossed while defoliated trees no longer provide adequate cover. In spring the flooded rivers turn treacherous. Yes you can even lose a vehicle in the river if you're not careful! Some terrain types may even be demolished including roads, bridges, buildings and stone walls. Create a road block and even blow a bride or two. (Hum - might make an interesting commando scenario out of that!)



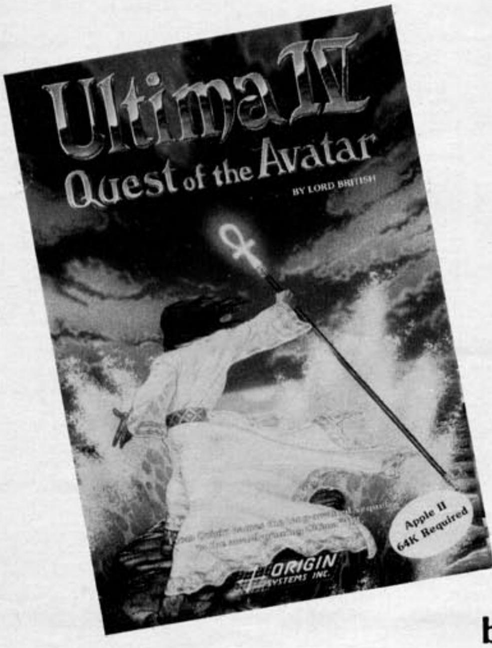
"KILROY WAS HERE!"

Your weapons include rifles, assorted machine guns, bazookas, panzerfausts, flamethrowers, mortars, artillery and even the occasional satchel charge. Vehicle types include a wide range of tanks, self propelled guns, tank destroyers and assorted trucks and supply vehicles. Infantry squad types include standard infantry, mountain troops, engineers and even paratroops.

One very innovative concept is the deliberate lack of "Victory" conditions. In UF! victory is whatever the player or players decide it is. Victory belongs to who ever is left to claim it. Each scenario includes a "mission" or objective, such as a meeting engagement, attempted breakout or dogged defense. How well that objective was carried out is for the players to decide. Victory or defeat in UF! can be just as certain or as dubious as battle so often is amid the confusion and uncertainty of combat.

Entirely menu driven, the game's options are selected with a flick of the joystick or a single keystroke. Gone is the traditional Hex grid. The UF! map employs an invisible background grid to regulate movement with approximately 3,000 available positions! Use the keyboard or simply point your joystick in the proper direction, hit the fire button and watch as your units "Move Out".The hi-res color maps portray multi-level terrain, assorted buildings and motorized, armored and infantry units, all in three-dimensional overhead perspective. In addition UF includes a "Zoom" feature that allows the player to select one of three different views, a Situation Map that provides an overall panorama, a Strategic Map that offers a 1/12 view of the Situation Map and finally a Tactical Map that provides an even closer view! UF!

Continued on pg. 46



Ultima IV

Quest of the Avatar

by Scorpia

You sit in the old gypsy woman's wagon, your head swimming from the heavy incense, your hands tightly clutching a small silver ankh. On the table before you lie two cards, one representing the virtue of Valor, the other representing the virtue of Justice. As though from a distance, the gypsy's voice floats across to you, saying: "Consider this: Thou hast been sent to secure a needed treaty with a distant lord. Thy host is agreeable to the proposal, but insults thy country at dinner. Dost thou: a) Valiantly bear the slurs or b) Justly rise and demand an apology?".

For long moments you sit, considering your answer. This is the last of seven such questions, and you aren't really sure yet what's going on here. But you have the feeling that whatever it is, it's very important. So you make your final choice, and you hear the gypsy again: "Thy path has been chosen". Before you can ask a question of your own, everything turns dark, and when you can see again, you find yourself in a different land, as a different person...

So begins Ultima IV - Quest of the Avatar. You, an ordinary person, are called upon to make the long and arduous journey that will culminate in your becoming an Avatar, a perfect mortal. There is no central evil to defeat here; no Mondain, no Minax, no Exodus awaits you. Rather, this is a quest where you seek to perfect your inner being, to become enlightened in the eight virtues of Compassion, Valor, Honor, Justice, Humility, Sacrifice, Spirituality, and Honesty.

Which is not to say there's no evil in the world! Monsters abound, and you will do much fighting before your quest is over. But while combat is important, the focus of the game remains your character's development in the eight attributes. And believe me, the game is watching your every action. It knows when you lie, cheat, or steal, and you will be penalized accordingly. Thieves do not become Avatars. Nor do cowards or liars. You will have to walk the straight and narrow path to get through this one.

Fortunately, you don't have to do it alone. As you proceed on your journey, you will find others who will join you, until you have eight altogether in your party, one from each of the major professions: Shepherd, Tinker, Bard, Druid, Fighter, Ranger, Paladin, and Mage. You will start out in one of these professions yourself. Which one is determined by your answers to the seven questions that the gypsy woman asks you at the beginning of the game. Thus your character is determined by your own personal ethics, rather than simply choosing a character at will.



You begin, alone, outside your home town (which varies according to profession) with some food, money, armor, and a weapon. You will not necessarily be level one; the closer your answers are to the 'ideal' of the profession, the higher your


Shepherd


Tinker


Bard


Druids

starting level will be. For instance, my Fighter began at level three, and my Mage at level two. Check your stats at the beginning so you know what you are and what you have with with you.

Now the quest begins in earnest. You will have to visit all the towns and villages, as well as dungeons and other places, usually many times. It is imperative to talk to everyone you meet (and don't forget those little out of the way places behind buildings!). There is an amazing amount of information you must acquire about stones, runes, mantras, shrines, spells, magical items, and other things, and it will take you quite some time to do that. Make a list for each town and village of the people you meet there and what they have to say. Often, a person in one town will refer you to someone in another town, but they don't always tell you which one. It's important to know where everyone is so you can get them quickly.

Frequent visits to the castle of Lord British are also necessary. Lord British can be very helpful to you in several ways, among them, raising your level when you have enough experience (this goes for all members of the party), and healing your party of injuries. Hawkwind, who resides in the castle, will tell you how you are doing in regard to your attributes, and how far along you are towards enlightenment in the eight virtues. Talk to him often.

It's a *big* world out there, so be prepared for a lot of travelling. There are several ways of getting around. You can walk, ride horses, sail a ship, go through the moon gates, or (when you learn how) cast moon gate spells of your own. In the beginning, of course, you'll have to hoof it or use the gates. Careful reading of the manual, and equally careful study of the beautiful map that comes with the game, will help you to use the gates most efficiently. Some places can only be reached via moon gates, so it helps to know where you're going.

Unfortunately, as you travel the land, you will be bothered by all manner of rude pests, such as orcs, skeletons, rogues, trolls, lava lizards, daemons, dragons, balrogs, and so on. You'll find a few nasty types in the oceans, too. At these times, you'll just have to fight it out. Luckily for you, this time, the monsters are scaled to your party and experience, so you needn't worry that your level two Druid will be up against hordes of orcs or several dragons. You have a much better chance of surviving an encounter now, and you can, if necessary, run away (and the monsters won't follow you if you run from combat).

As in the previous Ultima, the screen switches



to a close-up of the combat area, and you direct each member of the party individually. Members can move, fight, cast spells, or (if they are severely wounded) be moved off the screen and away from the fighting (you can't bring them back in again, so be careful here!). Fighting ends when all the monsters are killed or have fled, or when everyone in your party is dead or you've run away. Experience is given only for direct kills by an individual party member. Wounding doesn't count. You may or may not get a chest of gold (and only gold) to open, and as you might guess, they are usually trapped. Treat them with care.

The best way to handle combat is to get distance weapons (slings and bows) as soon as you can. Every profession can use a sling, and most can use a bow. You want to get them monsters before they get too close to you! Just remember to position your party members properly; they can only shoot along straight lines, but monsters can use the diagonals.

One problem with combat is that you usually end up getting hurt. Fortunately, there are several ways of healing up. First, you can visit Lord British, but he may not be close by. If you have someone in the party who can cast healing spells, you can be restored in that fashion. You can stop off at a healing booth in almost any town, but those are rather expensive. You can also try camping in the outdoors, which will heal injuries (except poison), however you could also be ambushed while you sleep (not fun!). The best way to heal up is to go to almost any town and spend a night in the inn. They are relatively safe, and usually fairly cheap.

Sooner or later, you'll be visiting the dungeons. Before you do this, I suggest stocking up on magical mapping gems, as they will make your life much easier down there. In the depths you will find much the same types of monsters as above ground, and most of the time, you can see them coming (avoiding them, however, is another mat-



Fighter



Ranger



Paladin



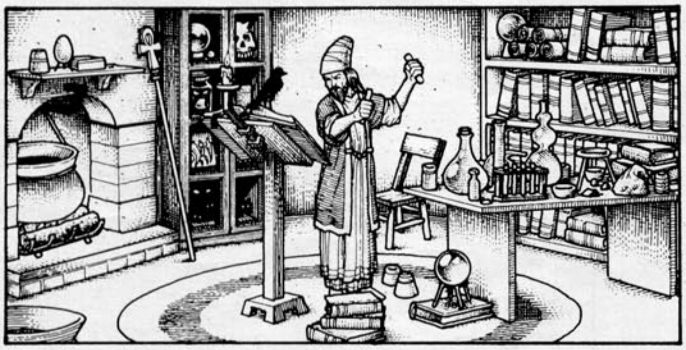
Mage

ter). The dungeons are divided into corridors, where you may or may not come across monsters, and rooms, which are almost always full of them, and in rooms you will be in combat mode automatically. Make sure you know which way you're going, because after you leave a room, all the monsters are regenerated...and you really don't want to fight them twice, do you? (I didn't think so!)

One thing to watch out for in the dungeons (especially the Abyss) is hidden doors. These don't show up on your gems; you have to find them for yourself, by stepping on a certain part of the floor, or touching a certain part of a wall. Often, this is the only way to reach the altar rooms, so it's best not to overlook them. This is one reason why the gems are so important. If the map shows you that a room should lead somewhere, but you don't see a door in the room leading there, it's a pretty sure bet that a hidden door is the answer.

And finally, the Abyss. You have all the stones, you've become a partial Avatar in the eight virtues, you have all the magical items you need. Now you're ready for the last stage of the quest, to penetrate to the lowest level of the Abyss, to reach the Chamber of the Codex, and to read the Codex, thus proving yourself to be a true Avatar.

Well folks, the Abyss ain't a fun place. It is mean. It is cruel. It is unforgiving. It is eight levels of nasty monsters, sneaky traps, and cleverly concealed secret doors. It will take you a *long* time to get through this one, and you have to do it all in one sitting, because you cannot save in the dungeons. So you better be *very* well prepared before you attempt it.



You can't have enough reagents (which you need to cast spells). Mix up batches of spells beforehand, and buy more reagents before you go in. You will be casting a lot of spells as you go through the Abyss, and you don't want to run out of reagents when you're near your goal (or at any other time, for that matter). Bring lots of gems with you, and map out each level as you reach it. Correct mapping is crucial down there; one wrong turn, and you will find yourself going in circles, fighting the same monsters over and over again.

Keep in mind, however, that you aren't here to fight; your goal is to get down to the Codex Chamber as quickly as possible. Fight only when you have to, and run through rooms wherever you can. Often it is not necessary to kill every monster in a room to get by; take out the really dangerous ones and keep going. Of course, there will be times when you have to wipe out the entire nest of nasties, since you can't search for secret doors with monsters pounding on you (you could try, but I don't recommend it), and you can't move very well when the monsters are blocking your way. Otherwise, though, the watchword is: keep moving!

So, here you are (what's left of you) at the Codex door. Is it over? Not quite. Now, you have to *prove* you're an Avatar... as though everything you've been through wasn't enough! You have to answer twelve questions before you can read the Codex... and you had better be right the first time you answer each one. This is especially true for the early Apple versions. If you give a wrong answer, or make a typo, you will be kicked out of the Abyss entirely, and you will have to go through it all over again, the whole eight levels (scream). Lord British is making a change to this for future versions (which may be out by the time you read this), and you'll get a second chance if you blow it the first time. However, just to be on the safe side (if there is such a thing), take your time, and answer each question carefully... very carefully!

If any fault can be found in this incredible game, it would be in the fact that experience is gained only from combat, and in the later stages of the adventure, this tends to become a little tedious. Since the major theme of the game is the development of your character's virtues, it might have been a good idea to allow experience to be granted for accomplishing certain tasks, as well as vanquishing monsters, at least insofar as the major character (you) is concerned. Still, this is a relatively minor quibble, since there are ways to avoid excessive fighting with the moon gate spell, and the game design and execution overall simply dwarfs petty complaints.

So, as you can see, there is a lot to this one. Fortunately, everything you need to know can be found in the two manuals - The History of Brittania and The Book of Magic Spells - or by talking to the various characters in the game. All the information is available; you just have to dig it out. So expect to be spending quite some time with this epic... it's a major undertaking!

The game comes on two double-sided disks, along with the two manuals, command card, and beautiful (and useful) cloth map. Single or dual drives are supported; two drives are recommended. A minimum of 64K is required to run the program.

Bottom line: What are you waiting for? This will be a classic... go get it!!



PEEK (Con.)

INCA: Text adventure in the TimeQuest series. You are on an adventure to find the treasures of the Incas. Contains a manuscript which provides clues and tips. Apple, IBM. ($49.95). Circle #24

COMPUTER NOVEL CONSTRUCTION SET: A toolkit for users who want to design their own text adventures. The Mac version uses windows and a mouse to speed up design. Part of the TimeQuest series. Mac, Apple, IBM. ($49.95). Circle #25

Simon & Schuster
Simon & Schuster Bldg.
1230 Avenue of the Americas
New York, NY 10020
212-245-6400

STAR TREK: THE KOBAYASHI ALTERNATIVE: Interactive text adventure game. As Captain Kirk your job is to recover a missing Federation ship. Success depends on balancing force with diplomacy. Window techniques provide multiple channels of information to the player, along with a "personality database" for each Star Trek character. C-64, Apple, IBM. ($39.95). Circle #26

Simpletec, Inc.
1852 Century Place, #130
Atlanta, GA 30345
404-320-9252

SHUTTLE DESIGNER: Created by NASA aerospace engineers in Huntsville, AL. Teaches basic rocket development theory as you experiment with various designs and then watch a graphic simulation of take off and orbit. A sophisticated package. Apple, IBM. ($39.95) Circle #27

Strategic Games Publications
227 Sinclair Avenue
Staten Island, NY 10312

SKARN'S KEEP: Standard text adventure. Meet a wizard. Go on a quest. Find a ring. Make a fortune. Yawn. C-64. Circle #28

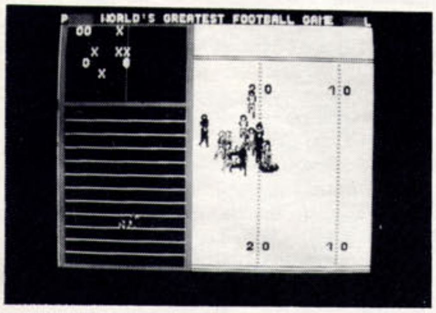
COMING NEXT ISSUE:

ULTIMA IV DESIGNER'S NOTES by Lord British

THE HALLEY PROJECT

SILENT SERVICE DESIGNER'S NOTES by Sid Meier

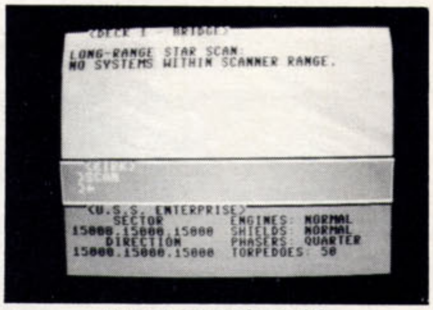
The Return of STRATEGICALLY SPEAKING



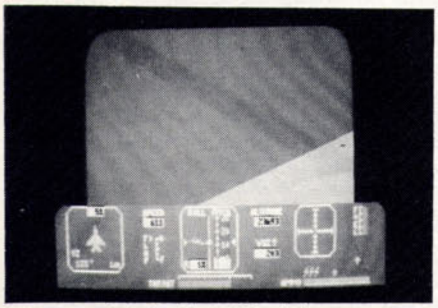
World's Greatest Football



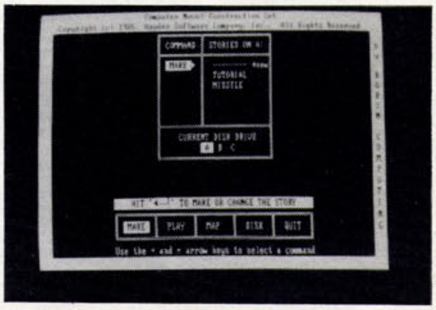
Elite



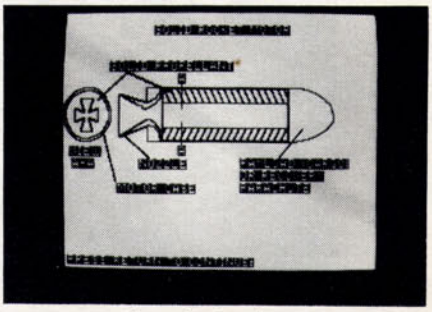
Star Trek:Kobayashi



Jet Combat Simulator



Novel Construction Set



Shuttle Designer

The Year In Review

Step right in! Don't mind the confusion; we haven't quite finished cleaning up after all the holiday celebrations (who put those canapes in the disk drive???), but we did manage to keep your favorite chair free and clear. So just settle in by the fireplace, try not to stare at Fred's shrunken-head garland (we simply couldn't persuade him not to hang it up), and we'll take a look back at adventure gaming in 1985.

For much of the year, it was pretty dry as far as adventures were concerned; few games of note were published, and it wasn't until late summer into fall that things began to pep up a bit. Then four major games came out, practically on each others heels: Electronic Arts' The Bard's Tale (reviewed last issue); Lord British's long-awaited Ultima IV (reviewed this issue), Simon and Schuster's Star Trek adventure The Kobayashi Alternative (review next issue), and Infocom's groundbreaking A Mind Forever Voyaging (in a



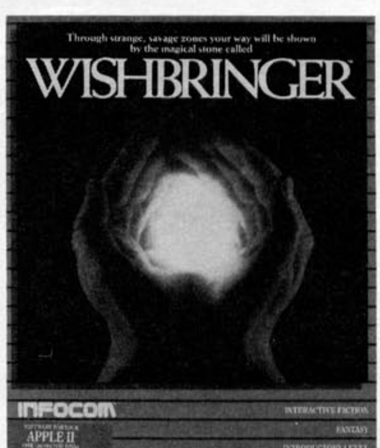
future issue).

These four games in themselves provide a hefty feast for the starved adventurer, and guarantee many hours of playing pleasure and frustration. And for those who might prefer "lighter eating", a fairly decent selection of games in the novice to experienced range were also available.

Penguin Software came out with two games in the novice-to-intermediate level, RingQuest (a followup to The Quest, and much better), and Crimson Crown (a followup to Transylvania). While neither of these will give the very experienced player much trouble, the graphics (as might be expected from Penguin) are quite good, and the games are suitable for anyone who feels in the mood for some light adventuring.

Bantam Books published an interesting, and quite different, graphic adventure, I, Damiano. It takes place in medieval Italy, and the emphasis is more on the good and evil actions of the main character, Damiano (that's you), rather than on problem-solving per se. Still there are many tricky situations in the game that require careful thought (and occasionally fast action). While it's not to everyone's taste, if you're looking for something a little bit different, you might want to check this one out.

Infocom, of course, was not idle. Aside from Mind, two new games came from their stable: Wishbringer (discussed in my



column last issue), for the novice player, and Spellbreaker, just arriving in the stores as I write this (need you ask? Naturally it will be in a future column!). Spellbreaker is the final chapter in the Enchanter trilogy, and is designed for the experienced adventurer.

Sierra/Online published King's Quest II - Romancing The Throne, the sequel to their popular King's Quest adventure. This time around, King Graham is looking for a wife, and naturally his quest will not be an easy one. Neat graphics and some tricky puzzles should keep you on the hunt for awhile. For the intermediate adventurer.

Synapse/Broderbund released two more titles in their "Electronic Novel" series: Brimstone and Essex. Both are similar



to Mindwheel in design and packaging, including a hard-bound book from which you enter a randomly-chosen word in order to play the game (and which seems to be its only function in Brimstone). In Brimstone, you take the part of a knight of the Round Table, Sir Gawain, and embark on a mysterious dream-adventure. In Essex, you command a spaceship sent on a search and rescue mission to save the galaxy from destruction. Both are intermediate and up level, and would be more fun to play if it were not for the excessive disk access (a problem that also plagued Mindwheel), which becomes annoying, even exasperating, after awhile. Wear a good pair of earmuffs when you play these games.

A new company, Angelsoft/Mindscape, has arrived on the scene with several intriguing adventures, billed as "interactive fiction", including The Mist, Voodoo Island, and Forbidden Castle. The Mist is based on the Stephen King book of the same name. A mysterious white fog engulfs a Maine resort town, trapping several people (yourself included) inside a supermarket. Going outside is dangerous, for within the mist are all manner of grotesque monsters, most of them giant insects. It's up to you to do something about it, before the mist spreads even further. In Voodoo Island, you are shipwrecked and washed up on the beach of a small island. It is not, as you might have guessed, your typical tourist resort. A very un-nice place to

visit, and you sure don't want to live there (kinda) as a zombie, so you best not stay too long. Too bad there doesn't seem to be any boats around. Forbidden Castle takes you to a strange and mysterious fortress, populated by equally strange and mysterious characters. What's going on? Well, you'll just have to pay a visit to the place and find out for yourself; just make sure you keep clear of the ogre. All of these are intermediate and up level.

The big question of 1985 was (and still is) "What about Wizardry IV, The Return of Werdna?". Good question. I wish I had the answer. I've heard estimates ranging from "soon" to "next fall at the earliest". Sir-Tech sent me a catalogue of their products, and Werdna was listed there, along with a price. However, I wouldn't send any money off for it just yet; this has been one of the most-delayed games in adventure history (surpassing even the year-long wait for Ultima IV), and the date of its release is still up in the air. Better to hang on to your money, and wait for it to start showing up in the stores. While you're waiting, Bard's Tale and Ultima IV should help to keep you occupied... very occupied!

One interesting thing to note is that most of the above games are all-text. For awhile, there had been a big move towards graphic adventures, and everyone was rushing to put pretty pictures in their games. Now it seems as though the pendulum is swinging back the other way, to text-only, perhaps due, in part, to the phenomenal success of Infocom. Will this trend continue? Perhaps. But the introduction of the Atari ST and the Commodore Amiga, with their superb (and I mean superb!) graphics, may once again turn the tide back to graphics. 1986 is going to be a very interesting year!

Well, I see by the invisible clock on the wall that it's just about closing time here at the Tale. Next issue, we return to our usual format, but I did want to bring to your attention some games you might have missed. Come by again next time, when I just might (can't promise!) have Spellbreaker for you!

The new year has brought some changes to my life as well. I am no longer associated with CompuServe, and you can no longer reach me there. However, I am available on the following systems:

DELPHI: Visit the GameSig, found under the Groups and Clubs menu. Just type GR GAM from the MAIN> menu to get there.

GENIE: Drop into the Games RoundTable. Type: SCORPIA (how about that!) to reach the Games RT.

Source: Send SMAIL to ST1030.

And, of course, there's good (?) old US Mail:

Scorpia
P.O. Box 338
Gracie Station
New York, NY 10028

Remember if you are writing from the United States, to enclose a stamped, self-addressed envelope.

Until next time, happy adventuring!!



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Roy Wagner

IT'S REAL AND IT'S HERE

The AMIGA from Commodore has arrived and it is everything and more than you have read and heard. You have to see and hear it yourself to know why everyone is so excited. The colors are dazzling and the sound is great (four voices in stereo!).

Technical documentation and software are in short supply, but by the time you read this, only two months after its release, the first titles in what should be a tidal wave of new software will be arriving.

Everyone is amazed at the realism of JET (a jet simulator) from subLOGIC. Electronic Arts has several titles, some old and some new for the Amiga. Infocom will have all of its titles available. Next issue we will review some of the new titles.

NOT WHAT IT SEEMS

Originally, the term "hacker" refered to an inquisitive person who learned all they could about a computer or a piece of software. The negative connotations of the illegal use of a computer came later. Based on the popular use of this word, Activision has released the game HACKER. It is not all it may seem to imply by its name. I expected a TEXT "adventure" of trying to get into a computer system to determine for what criminal purpose it is being used. It turns out to be more of a graphic adventure, including use of a joystick.

The main purpose is to figure out what you need to do in certain situations and then repeat that action several times to a successful conclusion. The game is a real challenge (some read that frustrating). A clue sheet is available from Activision and they even have an 800 number "Hacker Help Hotline". As they say "Be Patient, be Attentive, be a Hero".

PLAY IT AGAIN

Just under twenty years ago, on large mainframe systems, programs started to appear that were less "work" and more "fun and games". These were to evolve into the games we now know. Some of these early games can certainly be considered classics.

GOLDEN OLDIES (Volume 1) from Software Country contains four true classics. They have personally contacted the ORIGINAL programmers and obtained rights to the original code and concepts for these games. They are now paying them royalities (justly deserved) where none were before. The games found their way into the "public domain" and as such lost much of their original content.

Included is the certified authentic version of the ORIGINAL ADVENTURE (Colossal Cave) by Will Crowther and Don Woods. This game, in concept, lead to ZORK and all that followed it. There is ELIZA, whose parser carries on a Rogerian therapy session with you. It represents a very early demonstration of Artificial Intelligence before the term was even popular. The game of LIFE represents computer simulation with profound effects from a few simple rules. Finally we have PONG, the first home video game that led the way to home computing, which brought us to where we are today.

These games are pure and simple, yet still fun to play and enjoy. A new release for the C64 will include use of a joystick. The Amiga version will soon be released and will add some new features.

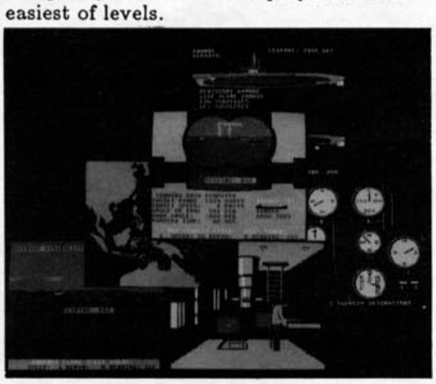
SILENT SERVICE

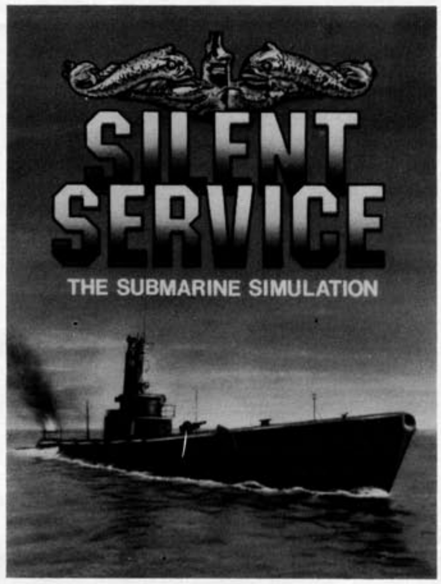
by Rick Teverbaugh

Silent Service (SS) isn't the first submarine simulation. But it is easily the best for its simplicity of use and execution.

Sid Meier, who also did the highly-successful F-15 Strike Eagle, designed SS with careful consideration to both the requirements for quick tactical thinking and the patience necessary to command a slow stalking submarine. Successful pre-battle planning is necessary to give your vessel the greatest opportunity to wrecking havoc upon the enemy, while your grasp of the fast changing situation once combat has begun will mean the difference between a frustrated escort and a sunk submarine.

In preparing the game, he not only talked with current and former submarine commanders, but he actually examined World War II submarines. That could account for the tremendously realistic feel of the game, even while it is played at the easiest of levels.





There are three different types of scenarios. There is the Torpedo/Gun Practice, where you duck shoot at four old cargo ships. The purpose of this "scenario" is to help the beginner find his way around the ship and to figure out how the offensive weaponry functions.

The second group of scenarios simulate actual situations where a sub would attack a convoy. This requires some defensive maneuvering and in some cases out-and-out retreat in addition to the offensive scenarios. There are six such scenarios included.

Finally there are the six War Patrols. In this arrangement, you'll begin at a submarine base at Midway, Brisbane or Freemantle and seek out the enemy. You then do as much damage as possible and return safely to the base.

There are four selectable skill levels. The Midshipman gives the beginner a challenging, but not overwhelming taste of the game. Lieutenant is a bit harder. Commander is set to be historically accurate and Captain is intended only for someone with his sea legs well set under him.

There are seven "Reality Levels". Reality Levels toggle such options as limited visibility, convoy zig-zags, dud torpedoes, port repairs only, expert destroyers, convoy search and angle-on-bow input. Not only does the game get more difficult the more of these options that are switched on, but the game also gets that much more realistic.

Depending on how many of these options are selected and on the difficulty level picked, the computer will assign and overall difficulty factor. How much tonnage you sink during a game will be mixed with this difficulty ranking to determine your ranking in the "Submariner's Hall of Fame."

One of the most interesting features of SS is the multiple screen setup, with each screen constantly being updated with new information all the time. The first stop is the Conning Tower. From there the other screen can be accessed. The tower contains the attack periscope, the map, gauges and the controls of the sub.

Getting from the tower to any of these other screens can be accomplished by use of joystick or keyboard. Once the keys are memorized I found the keyboard a much more efficient choice.

The first stop from the tower should be the bridge. From the bridge you can sight the enemy and go into the attack mode with torpedoes or deck guns. There are 15 different gauges available, giving information like depth, number of torpedoes, fuel, water temperature, compass, throttle and clock. There is a quartermaster's log that keeps track of your progress. There are two different sets of maps, one for use in all scenarios and the other for War Patrol outings only. From the tower you can also get damage reports.

Much of the damage you do and much that is done to your ship, is brought to life through the use of sounds. For instance, you'll hear a splash when the depth charges are dropped and a pinging sound when a destroyers sonar picks you up.

One minute of real time takes about 15 seconds with the game, but if you desire a quicker timetable, that option is also available. The program will automatically slow down when conflict arises.

The only complaint I have with the game is the lack of a save game feature for the War Patrol scenarios. Otherwise, the game is so realistic that when you need to go real deep to avoid some nasty depth charges, you might actually feel the need to swallow and pop your ears. My sub is getting ready to pull out of the base right now. Happy sailing. C-64, Apple /One player /Written by Sid Meier /$39.95 /Microprose, Hunt Valley, MD

Coming Next Issue:
SILENT SERVICE Designer's Notes by Sid Meier

[This isn't just hype. We really do have the money.]

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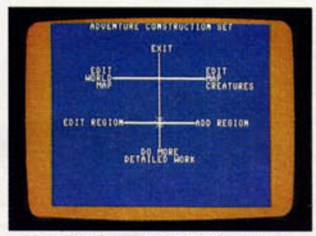
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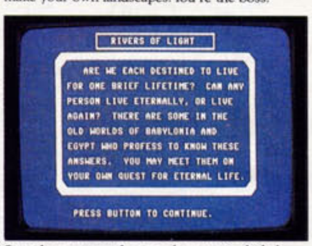
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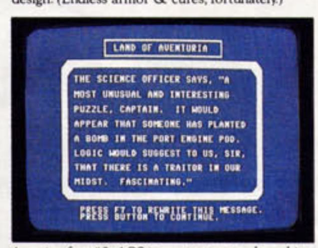
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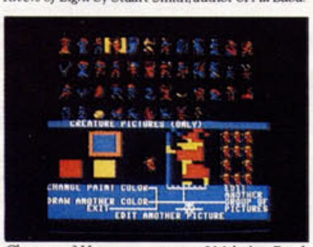
500 obnoxious creatures thrown in! Or make your own. Point 'em at the population! See their priorities!



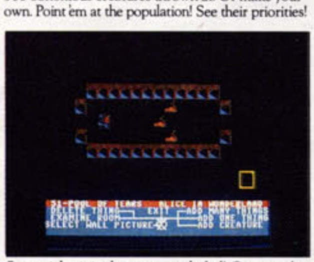
You get magic! 31 variations on 15 Big Spells! You get technology. You get religion. All right!



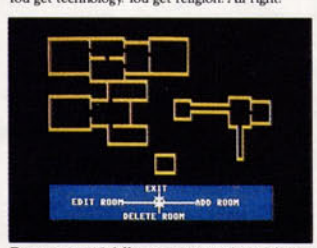
Amazing fact #2: ACS integrates text and graphics. All other products wimp out in this regard.



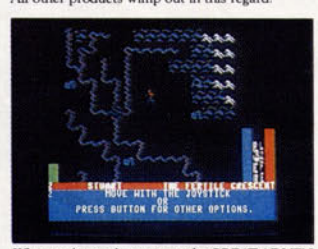
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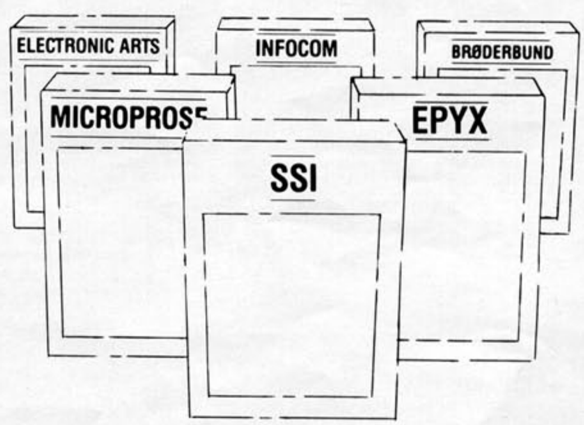
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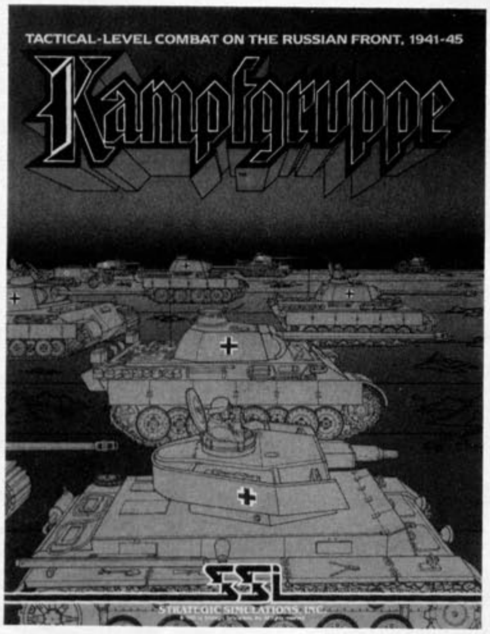
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Kampfgruppe



A NARRATIVE REPLAY

by M. Evan Brooks

INTRODUCTION

This article will provide a narrative account of a replay of the "Attack Toward Kiev" scenario from *Kampfgruppe*. This is a computer-controlled Russian assault of thirty turns. The action is reported from the German vantage point. Although the terrain is constant, visibility is variable; in the situation herein, visiblility was limited to 9.

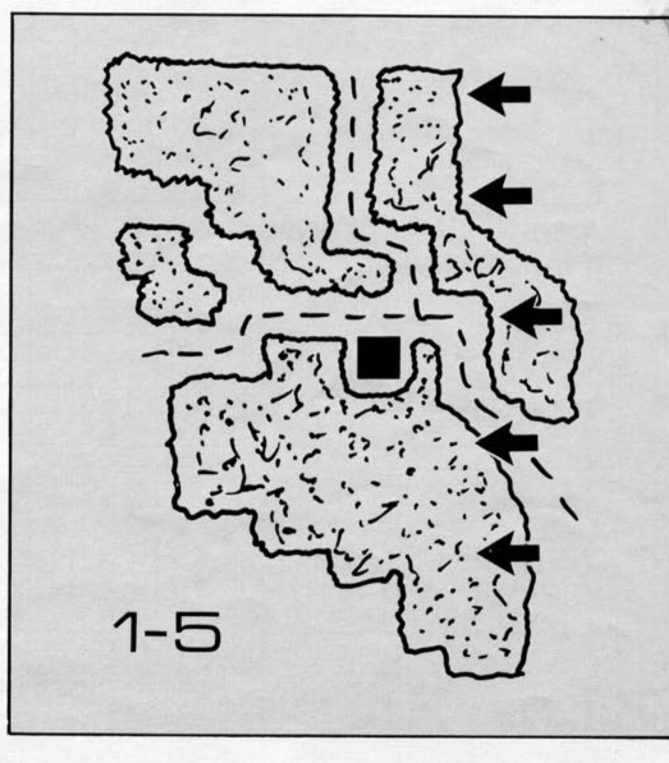
The following "Action Report" [submitted by Hauptmann Otto von Kelgen, senior officer surviving] delineates game events with each paragraph corresponding to the particular game turn.

[1] Herr Colonel Meyer has established our positions in the woodline. In order to minimize reaction times, all units have prepared supplemental fallback positions (thereby eliminating any delay) on an as-needed basis. The attached armor units have been called up for a reinforcing role; however, knowing of their positions and the poor road access, we assume that the armor will not arrive for at least twenty (20) minutes. All infantry and machine gun units are to open fire at 400 m.; this will fix the enemy in the open, and hopefully delay his entrance into the protective cover of the woods. In general, the Soviets advanced over the entire front; one of our platoons opened fire in the center, but its long-ranged sniping proved ineffectual. The net effect was to draw down massive Soviet artillery fire upon the hapless platoon; luckily, its effect was minimal. Soviet artillery plastered the woodline, but again, without effect.

[2] Long-range fires along the entire front begin. Effects on both sides are minimal, with a SU-85 being destroyed, but simultaneously, we lose two HMGs and an SG-IIIG. However, Soviet armor penetrates the southern sector of the front, bypassing our hedgehog positions.

[3] Artillery priorities are shifted to maximize coverage in the center. Heavy artillery destroys most of an SU-85 platoon, with infantry panzerfausts completing the job. In the north, a HMG suppresses a Soviet mortar unit, and in fact destroys an 82mm tube. But the bulk of the fighting occurs in the center; Soviet armor penetrated to the crossroads (GC4511), but close assaults by infantry tank-killer teams armed with panzerfausts destroy nine T-34/76C tanks at no cost to our units. Based upon G2 estimates, we have destroyed at least 20% of Soviet armor at little cost to ourselves.

[4] The Soviets pressed their assault. Primary targets were our HMGs, and the massive volume of Soviet fire began to have its effect. Four HMGs were destroyed, and Soviet armor did overrun and annihilate one of our infantry platoons (I4). But our artillery destroyed 2KVs (north center), with our infantry destroying the rest of the tank platoon in close assaults. Again, the northern HMGs suppressed the enemy mortars and destroyed another tube.



OPERATION ORDER: DEFENSE OF KIEV (9 November 1943)

1. SITUATION

A. ENEMY FORCES:

(1) Task Organization: Soviet forces are estimated at regimental-plus strength, consisting of 3 reinforced anti-tank/heavy weapon companies, 4 armor companies, and 8 infantry companies. They are at full strength and have no supply deficiencies. The enemy commander is COL A. Tari (see G2 biographical sketch [omitted]).

(2) Weather: Weather is fair, but cold. Ground fog has limited visibility to 1800 m., which would normally provide an offensive benefit. However, due to the nature of terrain in the AO (area of operations), such extensive fields of fire are rare.

(3) Terrain: Terrain is heavily-wooded, thereby benefiting a defensive posture. However, once enemy forces enter the forests, extensive close-assault tactics may be expected. The road network is sufficient to allow armor access, and is canalized to permit coverage by both organic and external fire support. Built-up areas are rare, with only one small village bordering the crossroads at GC 4512.

(4) Capabilities: Having crossed the Dnepr River northeast of Kiev, Soviet forces have turned south in an attempt to capture Kiev. Enemy forces may assault in order to capture the key terrain permitting access to the city, they may engage in a battle of attrition, or they may consolidate their gains and adopt a defensive posture.

(5) Probable course of action: Based upon intercepted radio traffic from Stavka and the great political value that seizure of Kiev would give Soviet Forces, a major assault in the AO is to be expected imminently. With Soviet emphasis on speed, a frontal assault supported by non-organic indirect fires can be projected within the next 12 hours.

B. Friendly Forces:

(1) Mission of the 68th ID: Defense of City of Kiev and approaches thereto. Fuhrer Directive No. 1 will be applicable; any retrograde operations may be conducted only for short-term tactical reasons. Any surrender of territory must be approved by Corps HQ.

(2) Mission of Supporting Units: Supporting troop elements will assist in reducing the Soviet break-through and defense of key terrain.

(3) Non-organic Fires: Medium and heavy artillery fires will be attached with priority to sector 2115.

C. Task Organization and Attachments:

Elements 1st and 2nd Bn, 96th Regt:

A Co [Hvy Wpns + Cmd Element]
B Co [Hvy Wpns]
C Co [Inf]
D Co [Inf]
E Co [Inf]
F Co [Hvy Wpns]
G Co [Inf]
H Co [Inf]
I Co [Inf]
J Co [Eng]

Attached: K Co [Arm] (7th Pzr Div)
L Co [Arm] (7th Pzr Div)
M Co [Arm] (7th Pzr Div)

2. MISSION

Kamphgruppe will defend AO vic GC 2115 next 24 hours in order to deny enemy access to Kiev.

3. EXECUTION:

A. Concept of Operation:

Infantry fire teams coupled with organic heavy weapons support will establish primary and alternate defensive positions in woodline vic 3910, following the woodline southwest. On-call artillery fires and organic elements will engage Soviet forces as they attempt to enter the forested terrain. It is imperative to fix and destroy enemy forces before they can close assault. Town vic 4512 and crossroads 4511 channelzie the Soviet assault and must be defended at all costs. The access east-west is limited to this one road, and will determine the defense of the City of Kiev.

B. Unit Missions:

Forward defensive elements will prepare supplemental positions. Armor elements will be prepared to counter-attack and defeat any break-through in the center of the AO. Break-throughs north and south will be delayed by terrain and rendered ineffective by adjacent elements; harrassing and interdiction fires will delay localized gains. Maneuver forces will emphasize on concentrating Soviet forces into the center kill zones.

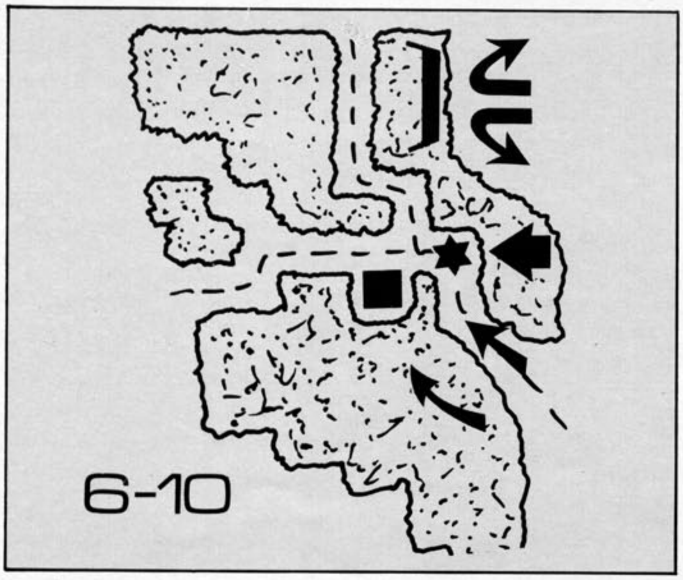
C. Coordinating Instructions:
[omitted]

4. Service and Support:
[omitted]

5. Command and Signal:
[omitted]

[5] Soviet assaults in the center begin to pay off. While the northern offensive is stalled, with Soviet troops being pinned down by fire in the open, in the center and south, our defensive positions begin to crumble and collapse. Soviet armor spearheads the assaults, and while they are rendered hors de combat, their prioritization of combat assaults on HMG and AT positions will have a cumulative effect. Three gun positions are destroyed, as well as a covering infantry platoon (G2). Soviet infantry losses are minimal, but they absorb the losses of 4 T-34s and 3 SU-85s.

[6] Due to the collapse in the south, HQ and HMG elements are given the order to withdraw.



Soviet armor has in effect destroyed the southern sector; Herr Colonel is concerned about the possibility of a drive towards Kiev by these breakthrough elements. Two more infantry platoons are destroyed, but their sacrifice has destroyed another two T-34s. Soviet artillery fires are concentrated on gun positions, while our fires concentrate on choke points.

[7] Withdrawal of the HQ elements in the south was too late. Soviet forces have overrun the HQ and its transport (F0-F1). But the south is a decoy; if Soviet forces can be lured there, the terrain itself will win our battle for us. But the collapse of the center would be catastrophic. Given the importance of the center and its current state, orders to northern infantry units are sent which call for massive reinforcements to the center. As to our armor: it is moving as rapidly as possible to achieve a linkup with the beleaguered infantry, but the time element is critical.

[8] Our northern HMG finally destroyed that 82mm mortar unit. But this action was isolated. Remnants of Soviet armor continue to eliminate our gun positions. The sheer weight of Soviet forces may compel their victory without our armor reinforcements.

[9] SMGs are being hunted down and destroyed by Soviet armor in the center and south. The only bright spot is that the Soviet breakthrough in the south has been used to reinforce the assault in the center. Although this is critical for the center, it does mass Soviet forces. We do not know if we could stop the Soviets if their breakthrough elements had proceeded independently.

[10] We begin to take large number of infantry casualties. Our infantry in the south has ceased to exist, and the platoon covering the crossroads has been destroyed. The Soviet breakthrough may be imminent!

[11] Our forces have dug in, and are stopping the Soviet advance. Although the remnants of an infantry platoon are destroyed in the south, our heavy artillery in the center destroys two SU-85s, while the infantry close-assaults and destroys three T-34s.

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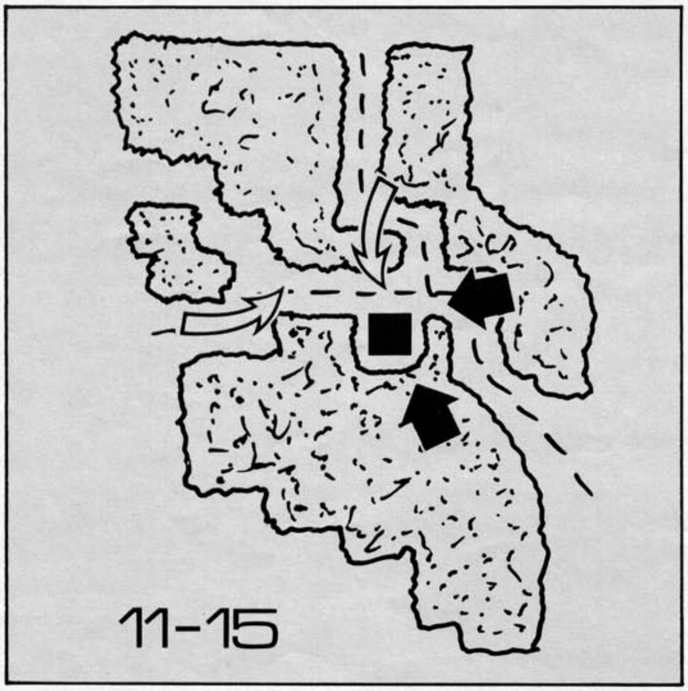
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[12] Soviet armor has seized the town (GC4512) covering the crossroads. Another platoon is overrun (H4), but two T-34 tanks are killed by close assaults and artillery, and five KV-ICs are overrun by infantry panzerfaust attacks. Although the south defensive barrier is destroyed, the critical action is in the town. Only here can the Soviets achieve their breakthrough to recapture Kiev. German armor is attempting to reinforce, but it is still out of supporting range.

[13] The battle for the town continues to rage. Infantry reinforcements stripped from the north execute close assaults. Heavy casualities are incurred in urban fighting (2 platoons being destroyed: D2,E2), but German artillery destroys the command element of the tank company (B0). Yet, the Russians retain control of the townand the crossroads.

[14] Major Soviet infantry assaults result in the virtual destruction of two platoons. But, as Soviet armor begins its advance down the road towards Kiev, they suffer serious casulaties (four T-34s and four KVs). Most of the armor losses are incurred by panzerfaust attacks; in addition to the armor losses, a Russian infantry platoon is overrun by our forces.

[15] Our armor has arrived, and is shifting into covering positions. Although the command element of the PZ-IVh is destroyed by Soviet fires (K0), the remaining Soviet armor is virtually annihilated, with losses of seven T-34s, one KV and five SU-85s. Soviet infantry forces are still hunting down HMG positions, but most of our gun positions have now been destroyed.



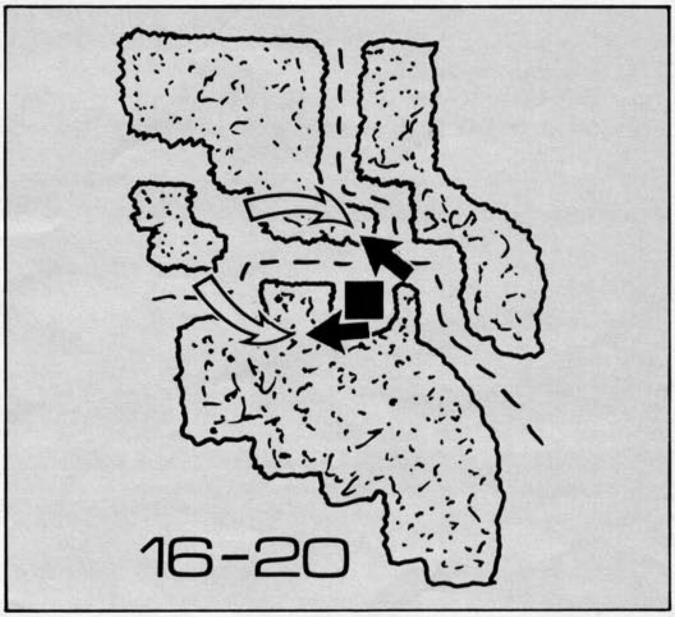
[16] Our PZ-IVhs advance into the woodline west of the town/crossroads, where they overrun four Russian KVs. Our forces incur little damage, but the Soviets begin to reel from the cumulative losses.

[17] Soviet forces are virtually silent as our forces root out isolated snipers. Casualties are light, but Russian control of the key terrain means that a close assault will be required soon.

[18] A Tiger tank and two HMGs are destroyed (northwest) in their attempt to recapture the town.

[19] German armor suffers increasingly from Russian fires from the town, losing three Tigers and three Pz-IVhs. However, the Soviet CP (command post) has been destroyed by infantry and artillery fires, thereby sowing confusion in Russian ranks (and contributing immeasurably to Soviet delays in execution of orders).

[20] The CP has had to relocate in order to avoid Russian fires. In addition, Soviet infantry coupled with heavy artillery destroy a PZ-IVh platoon. Both sides incur heavy infantry losses (Russian: platoon+; German: two companies).



[21] German armor moves to bypass the Soviet defenses in the town and assault from the north. But simultaneously, Russian forces move into the north woods and meet the German thrust. Heavy casualties are taken by both sides, but the town is recaptured, although held tenuously by our forces.

[22] Remnants of the Tiger tanks are destroyed, but Soviet losses are becoming to heavy to sustain the offensive.

[23] The northern sector finally collapes. Held static for so long, the weight of Soviet troops has now decimated the defensive forces. The Soviet forces pour through in an attempt to reinforce the center and carry on the assault.

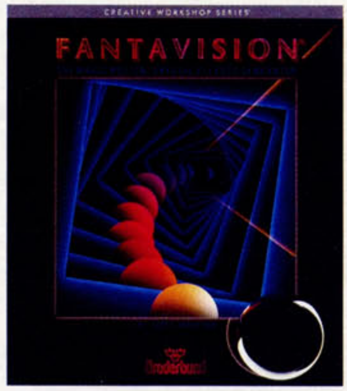
[24] Due to the bloodbath in the center, Soviet forces pull-back in order to consolidate for a final push. German reaction forces are stretched to the limit.

[25] Soviet forces, having completeted their consolidation, attempt to retake the town.

[26] The town changes hands once again, as a German tank platoon is destroyed in the rubble.

[27] German infantry forces (final reserves) are committed to the woods southwest of the town. Although overrun by Russian forces, they destroy the remnants of the Russian offensive. The cost is high, the battalion CP is overrun with heavy casualties.

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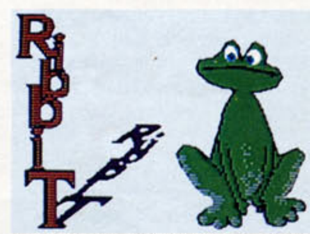
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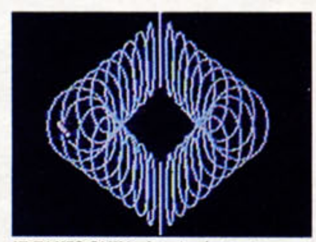
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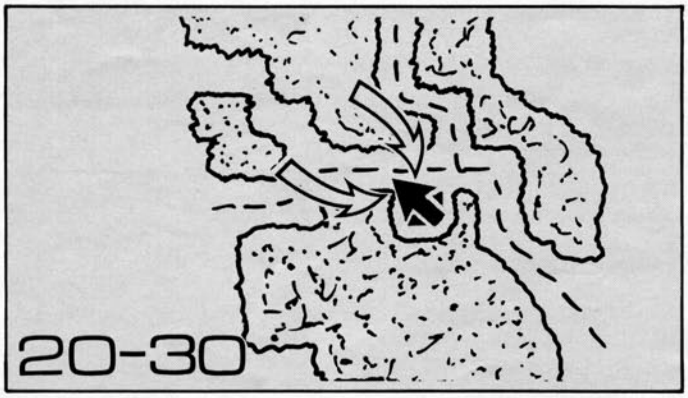
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[28] The town is captured by German infantry forces as Soviet forces no longer retain the strength of cohesion to offer a strong defense.

[29] The battle begins to die down, as losses on both sides have rendered further assaults moot.

[30] German forces have consolidated their hold on the town, and control the central crossroads. The Soviets have been decisively defeated.



POSTSCRIPT

Historical: Historically, the German forces were at 40% effective strength after the defense of the Dnepr River. The weather was sunny and mild for late autumn; the terrain consisting of heavily wooded terrain (deciduous and coniferous timber). At 0600 a Russian artillery barrage commenced for 90 minutes. Reminiscent of World War I, the intensity of this bombardment shattered the defenders. The Russian infantry preceded the armor and requested the tanks to assist in a breakthrough at the crossroads. Gun positions were bypassed, being left for the third wave; this posed little risk due to their dislocation during the bombardment. By 1000 Russian forces had secured the hilltop; in four hours, Russian forces had pushed the Germans back five miles.

As pointed out in *German Small Unit Actions in World War II*, if the German commander had withdrawn his troops from the woodline, they would have survived the artillery barrage, moved forward once it lifted, and been ready to repulse the attack.

The Game: One cannot point to sophistication on either side. The Russians, committed to an assault, managed to pull off a replica of a World War I "over-the-top" and "damn the torpedoes" assault. On the other hand, German response was awkward and uncoordinated. A decisive victory by the German forces was achieved (4406-1648, 2.67). But the most surprising game aspect of this scenario is the very poor Russian set-up. Pity the Soviet commander. His troops are scattered and out of command control. Even more important, an examination of battlefield strength and ratio analysis would deter even the most foolhardy commander from an open assault, e.g. infantry 1.3:1; armor 2:1; SPG 1.5:1; guns/mortars .9:1 Usually a ration of at least 3:1 is the minimum necessary for a successful assault. Given the ineffectiveness of Russian artillery here (as opposed to historical), any assault is suicidal -- as this replay so amply illustrates.

The Japanese have a word for it...

空手家

(EEEE-YAHHH!!!)

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KARATEKA, you have learned well the disciplines of karate...but now it is time to put your skills to the test. Your village has been ransacked, your friends and family scattered to the winds, your bride-to-be, Princess Mariko, kidnapped and cruelly imprisoned by the evil warlord Akuma. If you ever hope to see her again, Karateka, you know what you must do.

Scale the mighty cliffs that lead to Akuma's fortress. There, you will encounter the first of many palace guards. Kick! Thrust! Parry! At every turn you will face yet another warrior, each stronger than the last.



Finally, Karateka, you will come face-to-face with Akuma himself. Here your fate will be decided. Either eternal happiness or instant death.

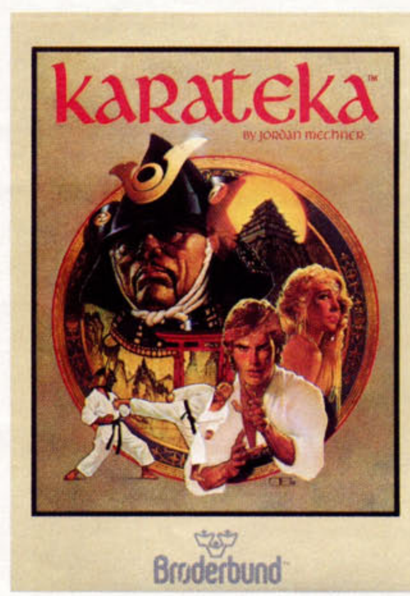
THE MAKING OF KARATEKA.



"Karateka" designer Jordan Mechner is a karate enthusiast and a stickler for realism. He used film clips of karate masters as a guide for the moves used in the game.

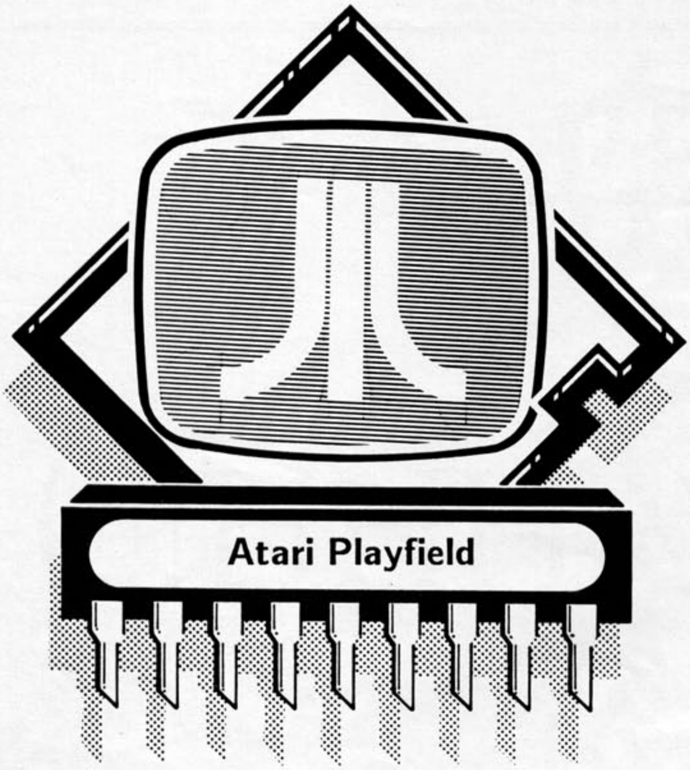
The carefully detailed, animated figures perform all the moves of real martial arts combat with stunning realism.

Beautiful scrolling hi-res backgrounds, an intricate story line and fast-paced karate action make "Karateka" a great way to get your kicks.



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KARATEKA is available for Apple, Commodore 64 and Atari personal computers. Look for it at your favorite Brøderbund Software dealer. For more information about Brøderbund products, please write us at 17 Paul Drive, San Rafael, California 94903-2101. Apple, Commodore and Atari are registered trademarks of Apple Computer, Inc., Commodore Electronics, Ltd. and Atari Corporation respectively. © 1985 Brøderbund Software, Inc.



GREGG WILLIAMS

I can't tell you how pleased I am to be the new Atari columnist for CGW. I've had at least one Atari since, well, forever. I feel it is still technologically the most sophisticated 8-bit computer around, and for the money these days, it's unbeatable. (I say this as a past and current Apple II owner. For the record, I also own two Atari 800s, an Atari 400, and an Amiga, have a Macintosh on my desk, and can get to an Atari 520ST--with both monitors--down the hall at work.) [Ed. Note: Gregg is a technical editor for Byte Magazine.] Even though games don't come out for the Atari first anymore, when they do, they're worth waiting for. And the 520ST also impresses me the more I work with it.

SON OF....

Aren't game sequels fun? I'll let you guess on this one. I ran across a fairly interesting game that struck me as odd in a disturbing, subliminal way, until I made a certain connection. I don't know--it may not be true, but I'll let you draw your own conclusions. The game is vaguely reminiscent of Atari's coin-op Crystal Caverns, but it features a small blond girl picking up keys. There's a cat that, if caught, awards you with an extra life. Occasionally, you find mushrooms that, when eaten, cause the girl to grow twice as large (and look like a girl drawn by Sir John Tenniel). The girl's nemeses are one or more dark figures that, as best I can tell given the Atari's resolution, look like brown cartoon mice wearing fedoras.

Does all this remind you of something? Maybe not, but it reminded me a whole lot of Alice in Wonderland. (Tenniel did the illustrations that everyone thinks of when they imagine Alice, and the mice figures might represent the Dormouse.) You might say I'm stretching the point a bit too far, so let me add this. How likely is it that a game with girls, mice, cats, and magic mushrooms should be called "Lode Runner's Rescue"? It's a nice game but, frankly, if that game began its life with the Lode Runner name attached to it, I'm the Mad Hatter. I think Synapse got this game from an independent game designer and slapped the Lode Runner name on it.

It's a pretty nice game, a bit frustrating, but in the way that many successful videogames are. As far as Atari 800 graphics go, it's a masterpiece of programming and visual effects--my hat's off to the game's author, Josh Scholar. The game has 46 screens and the capability to make your own game screens.

During game play, you're looking down on the screen, much as you do in Zaxxon or Crystal Caverns. Your joystick controls Alexandra, the Lode Runner's daughter, who has to get billions and billions of keys (sorry) on all 46 screens before she can free her father from his prison on the last screen. In addition to mushrooms (fairly rare) and keys (incredibly common), you have water squares that Alexandra can swim in, elevators, trapdoors, and Bungeling guards (the mice).

The game often feels more like an Infocom puzzle than it does the fast thinking-on-the-run strategy of Lode Runner. The Bungeling guards either patrol a set path (in which case timing is everything) or they follow you relentlessly (and, unlike in Lode Runner, there's not much you can do to outsmart them). The playing field is multilevel, and much of the game hinges on two constraints: one, Alexandra can only jump up or down a certain distance each time; and, two, you have to get all the keys to finish a level, and often they're hidden by the 3-D geometry or isolated by the playing field topography. You spend most of the time figuring out how to get Alexandra to do something you need her to do. It's an interesting game if you like to solve puzzles--but I will not believe that Bungeling guards wear brown fedoras!

THE FIRST FEW 520ST GAMES

I've seen three ST games, and most of them suffer from the let's-get-it-out-first-and-they'll-buy-anything syndrome; I hope that, by the time you read this, there will be more--and better--games out.

The worst is Mudpies, from MichTron (313-334-4700). It's competently programmed but as forgettable as dozens of microcomputer arcade games; buy it only if you have the money to burn. The next is Flip Side, also from MichTron, which is a competent implementation of Othello for one or two players. It's also the only game that works with both the color and monochrome monitors; all the other ST games mentioned here require the color monitor. The Flip Side documentation says it's not copy-protected; I didn't try, but that's nice to know.

The best game of all--a good game by any standards, perhaps even a classic--is Hex, from Mark of the Unicorn (617-576-2760); unfortunately, it's copy-protected. (I don't copy software I don't own, but this game writes to disk regularly--I want a backup!) Most of us love and revere Electronic Arts' Archon, which broke new ground as an arcade-oriented blend similar to a mix of chess and shoot-em-up arcade games. Hex is similar in that it is a strategy-oriented blend similar to a mix of (sort of) Othello and Q*bert.

Hex is played on a sloped landscape of 19 hexes that cycle through green, red, purple, blue, green.... Your player (a unicorn, naturally) tries to turn all the hexes green, while your computer opponents (no two-player option, unfortunately) try to turn them to purple; it's a tie if a round lasts more than 100 moves or if the field is turned totally red

Continued on pg. 40

ROMMEL

BATTLES FOR TOBRUK

1941: Rommel's Afrika Korps was besieging the strategic port of Tobruk. The British 8th Army attacked three times to raise the siege: Operations Brevity, Battleaxe, and Crusader. On the third try, Rommel retreated. But the next spring he was back, sweeping around the flank of 8th Army's Gazala Line and into Tobruk, forcing the British all the way back to El Alamein.

Rommel gives you four different games: all the battles for Tobruk. Now you can experience the sweeping maneuver and hard-fought tank battles of the desert war with the incredible historical detail that only GDW can provide: battalion-level historical units, counting individual tanks (by type, from L3s to Matildas), men, artillery, and anti-tank guns; a game system that fully models combined-arms combat; detailed supply and air war systems. We put history in so you get history out. And it's remarkably easy to play.





- ★Simultaneous hidden movement—limited intelligence
- ★Real combined arms interactions
- ★Detailed model of unit morale
- ★Tactical and strategic maps
- ★Computer plays either side at three skill levels
- ★Save game and play by mail options
- ★Change options in mid-game—even change sides
- ★Keyboard or joystick control
- ★Minefields and fortifications
- ★Fatigue and regrouping
- ★Complete documentation
- ★Extensive historical notes

The Battle of Chickamauga

One of the bloodiest and most evenly matched battles of the Civil War. You command a Union or Confederate army of 50,000 men: brigades of infantry or cavalry with attached artillery. The computer keeps track of each man and gun, plus changing unit morale, fatigue, and communications status.

Rommel: $40; Chickamauga: $35. Disk for Atari computers with 48k. Both coming soon for Apple and Commodore computers. If there is no store in your area, you can order direct from GDW. Add $1 per game for handling.

History In—History Out

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A GDW Computer War Game



Another Great Simulation from Sid Meier – Author of F-15 Strike Eagle

Now he takes you from the cold, thin air and limitless space of F-15 Strike Eagle down into the dark depths of the Pacific Ocean inside an American World War II submarine for a realistic, action-filled simulation —

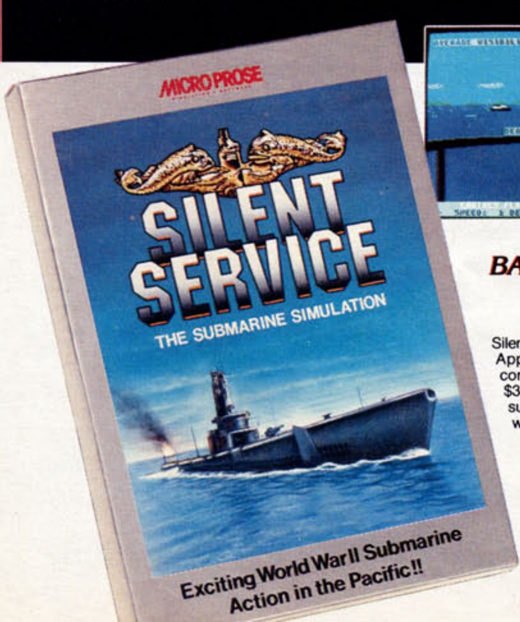
SILENT SERVICE

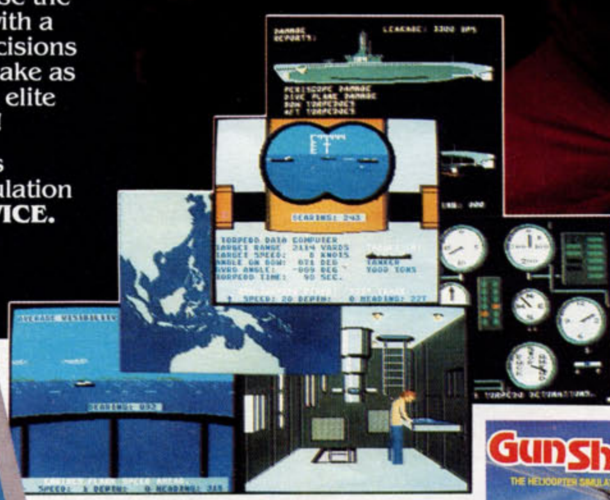


Thrill to the initial sighting of the enemy's strike force in your periscope as their ships come into your range. But watch out — the enemy's escorts have just sighted you. You're the **hunter** — but suddenly — you've become the **hunted!**

As Commander, you must sink their ships and keep your submarine from being destroyed — if you can. Will you select a quiet patrol sector in the Marianas Islands or choose the dangerous waters off the coast of Japan? Is a submerged daylight periscope attack best or do you charge in on the surface at night using only radar bearings to guide you? Do you fire a spread of your precious torpedoes or can you close the range and pick off the enemy with a single torpedo shot? These decisions and many more are yours to make as you take your place among the elite ranks of the **SILENT SERVICE!**

It's **exciting** — and it's **fun.** It's another great Micro Prose simulation — and it's called **SILENT SERVICE.** Look for it now on your dealer's shelves.





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Photo courtesy Baltimore Maritime Museum

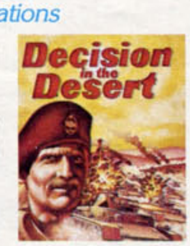
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AT THE GATES OF MOSCOW 1941

by Lew Fisher

"It's Moscow now behind us men!
Let's die defending Moscow then,
Like our brothers died before us!"
-Soviet poem

In the summer of 1941, the German Juggernaut easily rolled across Western Russia, all but obliterating the Russian army in its path. By the end of September, Army Group Center stood poised less than 200 miles from the gates of Moscow. The Germans pressed forward, but heavy rains, an early but severe winter, and a constant onslaught of Russian reinforcements stopped the Germans just a few miles short of their objective. The following Russian Winter offensive pushed the Germans back to about 100 miles west of the Russian capital. Even though the Germans would again resume the offensive in the Spring of 1942, they would never fully recover. In the Summer of 1943, the battle of Kursk would seal the fate of Nazi Germany.

This battle, in the latter part of 1941, for the Russian capital, is the subject of SGP's At The Gates of Moscow (ATGOM). It is an operational level simulation, with weekly turns, employing division and brigade sized units.

There are three scenarios. The first is the final German assault on Moscow. The second is the same but includes the Russian Winter counter-offensive. The third scenario is the full campaign game.

The game can be played solo (computer plays the Russian position), two player, or even as a multiplayer game. The full color graphics is the best that I've seen for a wargame on the Apple.

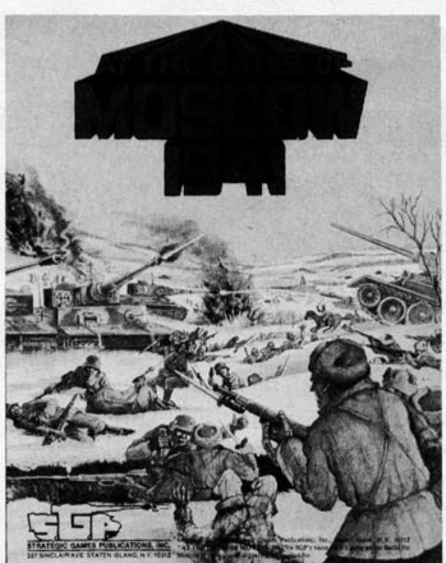
ATGOM offers many features and innovations that not only enhance its realism but depth of play as well.

Not only must the Germans fight the Russian Army, but they must build garrison units in cities and railroads in the rear to ward off harassment from Russian partisan units.

When the rains come the German will be required to allocate 6 infantry divisions for mud duties (clearing roads, etc.).

Similarly, the first two turns of the game, Russian units may surrender. If sufficient numbers do, the Germans must remove 2 divisions, one turn, to escort the prisoners to the rear.

In most wargames, each player determines the total strategy for his forces. This is not entirely the case in this game. Each German turn Hitler will issue directives - such as "take Kursk this turn". Failure to comply can result in the removal from command of a valuable leader. Other orders may be to hold a certain position or not to retreat. The Russian player is burdened with Stalin directives that are similar in nature.



Most operational land games include some sort of abstract tactical air rules. ATGOM goes beyond that. Not only is there offensive air support, defensive air support and interdiction; but, there is interception of other air units, and for the Germans, terror bombing. Terror bombing affects Russian supply as well as attempts to form militia units.

Another aspect that really adds depth is leaders. Not only are they mandatory for command control and activation of units, but each leader is rated using eight different characteristics: offensive ability, defensive ability, aggressiveness, organizational skills, political finesse, initiative, independence and ability to get reserve allocations from superiors. This means one leader may be better able to coordinate an attack; another may be more adept at defending; while yet another may fail a directive and still retain his command.

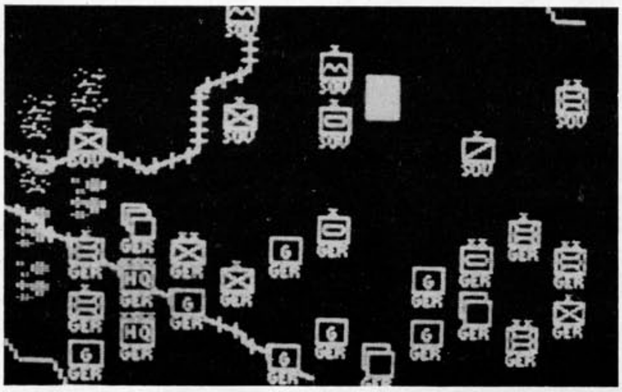
A real plus for the game is the artificial intelligence. For most other computer wargames, to increase the level of play of the computer opponent, the computer is given more replacements, allowed better combat odds, or some other artificial advantage. Not so with this game. There are ten levels of play for the computer. At higher levels it thinks ahead more moves. Level ten plays one hell of a game!

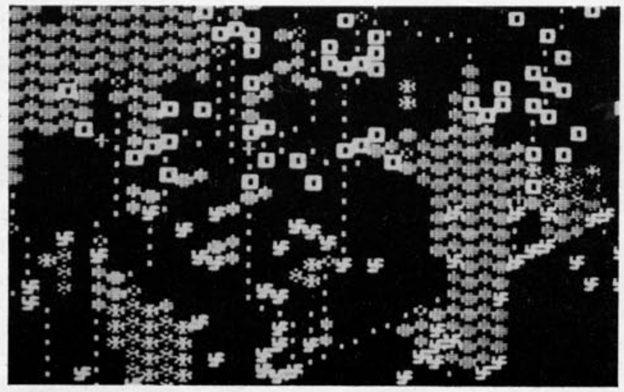
Going back to the map, a feature that really allows for coherent play is the strategic map display. This feature allows an overview of the entire map (including major terrain and known unit positions). By moving the cursor over a specific area, then changing to the normal map, one can easily find and move units; yet keep track of the entire battle without need for endless scrolling.

All enemy units adjacent to friendly units are seen on the map. Enemy units behind the lines have about 35% chance of being spotted. This percentage will decrease as the weather deteriorates (less chance for aerial recon). Also, as a friendly unit moves adjacent to a previously unknown enemy unit, the enemy unit will immediately appear on the map.

ATGOM uses an alternating, sequential system for movement and combat - prefaced with a mutual phase to perform assorted tasks such as assigning air units, receiving directives, and other assorted general actions.

Initiative determines which player goes first each turn. After the player with the initiative expends all his supply points (moving and fighting) or passes, it is the other player's turn to do the same. This process is repeated to complete a full turn. The key to success is supply point management.





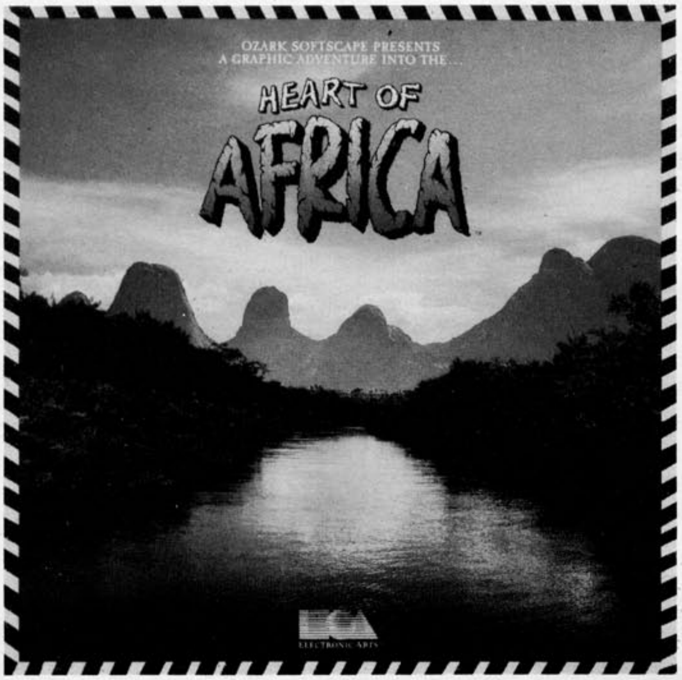
As in any good Eastern Front game, weather is an important factor. During inclement weather air missions are decreased or not flown at all. Also, as the weather gets worse, movement gets slower, more costly, and combat becomes less effective. But, it becomes even more difficult for the Germans, as the Russians were prepared for a harsh winter. As the winter progresses, the Russians will gain the initiative and be able to resume the offensive.

This, to date, is the best land wargame I've played. However, several things should be considered before buying it. One, this is a detailed simulation with each turn taking a long time to play. I recommend this game to the serious gamer with time on his hands. Second, although the documentation was well done and easy to digest, there were many holes and inconsistencies. The game can be played, but it takes several games to find out exactly what to do or why certain things are happening.

ATGOM is an excellent effort for the designer's first computer game. I hope to see more scenarios using the same map. Also, they have several other games in the works. If they are anything like this game they should prove interesting as well as innovative.

Apple IIe, or IIc/Computer Version $45.95, Board Version $20.95/ Author: David Heath, Mark Korman, Todd Hochwitz/Publisher: Strategic Games Publications, Staten Island, NY.

[Ed Note: There are two versions of ATGOM; a board and a computer version. The computer game is a translation of the board game into a computer game format].



by Stewart McKames

Dear Reader:

This is to inform you that an opportunity of unprecedented proportions has recently been made available. Yes, you too can make a place for yourself in archaeological history by taking up the offer of the late Hiram Perkins Primm, as administered by his solicitors, to carry on his search for the fabled lost tomb of the Egyptian Pharaoh Ahnk Ahnk into the **Heart of Africa**. Maps, travel accommodations to Africa, and other initial meeds have been provided by the clever and versatile people at Electronic Arts; the very people through whom many of you may have arranged expeditions to the New World in search of the famed *Seven Cities of Gold*. I am told by Mr.Winfrid Frump, a member of the firm of solicitors (Flattery, Frump, and Flaghorne) representing the estate of the late Mr.Primm, that they are looking for and "uncommon person" of "uncommon worthiness" in order to fulfill the requirements of Mr. Pimm's Will (which, by the way, leaves all of his rather considerable fortune to the finder of Ahnk Ahnk'Tomb, should the legends about the treasures buried with him prove to be a bit exaggerated.)

What? Discouraged? Never fear, for while you may think that you could never live up to the no doubt stringent requirements to qualify as such an "uncommon" and "uncommonly worthy"person, I have been assured by another member of the solicitor firm, Mr. willoughby Flaghorne, that such people are much more common than one would suspect. He, in fact, definitely was heard to mention something about one being born every minute!

I must, however, warn you that the task which lies before you is not an easy one. All that is known about the tomb is that there exists a legend of a ninth century BC Pharaoh who had his body and his vast hoard of gold and jewels hidden somewhere in Africa. You will be set off the steamer near Cairo with the nominal sum of $250 and an invaluable piece of information --the notes of Primm's many ventures into the dark continent. Invaluable, due to the many insights it provides into the ways of the native tribes of Africa's various regions. Careful attention to this document will, without a doubt, much increase your chances for success.

Two other factors will aid your quest for the lost tomb. The first is that you will be awarded cash for any discoveries made while exploring Africa. Agents for the executors of the estate can be found in each of the ports identified on the map provided and will pay you for those noteworthy discoveries (sources and mouths of rivers, major mountains, major lakes, etc...) recorded in your notebook and for general area covered. With careful rationing, this source of funds should be enough to keep you from starving. The second factor is that somewhere out in the trackless waists or steamy jungles or endless veldt are to be found deposits of copper,silver, gold, and emeralds, not to mention the ivory to be found in the legendary Elephant Graveyard. Each of these commodities will prove very useful with the natives of a particular region and all can, of course, be sold in any of the port cities or in the two interior cities of Timbuktu and Khartoum.



This brings us to the key to your quest. Ancient tribal stories may well have preserved some record of Ahnk Ahnk's final journey. And, if the tribe knows nothing of the tomb, it may know the location of one of the above mentioned commodities. There are three methods of obtaining this information. You may give the chief a large quantity of gifts which have been purchased in a city. The number the chief demands may vary, so that what one chief accepts may be insufficient for another. The second method consists of giving the chief the specific commodity which his tribe particularly values. Do not, however, offer the

improper commodity, as this may well get you in more trouble than you can handle. The third method is the most direct and most dangerous. All you have to do is pull the gun you bought in the city on the chief. The chief will tell you the information you desire but, as a result of your felonious actions, you have a chance of being sniped at and robbed of all of your possessions. The least effect of this choice is to have yourself barred from the tribe in the future.

Does any of this sound difficult? No? Well, what if I told you that you had only five years in which to complete your mission; to explore new regions, new civilizations; to go where no man has gone before...(Ah, sorry about that. I don't know what got into me. But, to continue...) In any case, you are indeed limited to just five years for your search. Should you fail in your attempt, another "uncommon" person will be dispatched in your place. Oh, and if you hope to be aided by the reports of your compatriots, you will sadly discover a remarkable phenomenon: every person has been told different stories and given different directions by the many tribes questioned. Inexplicably, no two journeys seem the same. How this strange situation is achieved no one knows. The effect is that each attempt is as if the first.

This brings us to one of the few areas in which the powers of Ahnk Ahnk may be a bit weak. Due, no doubt, to the limited number of instructions able to be placed with those responsible for hiding

Continued on pg. 45

CLOSE ENCOUNTERS OF THE FANTASY KIND



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or blue. Each time you jump on a hex it turns color, unless it has adjacent hexes of the same color; then you must jump on them all to change them to the next color. You and the computer take turns moving your pieces--deep thinking is more important here than fast thinking.

The key to Hex's considerable success is that, with each round you win, you can buy a "spell" (or, if you will, "hex"--sorry, but that's their pun, not mine) that allows you to bend or break the rules. There are about 25 spell components that combine to make over 100 spells, ranging from a cheap spell that flips a hex 2 or 3 colors to a super-expensive one (I haven't seen it--this is from the rules) that gives you a "clone" of yourself that you can control. The computer sometimes throws more than one opponent at you, so you eventually need all the help you can get.

Hex has 120 rounds, and you can save your player's status at the end of a round. It's a finely balanced game (very rare, and hard to do) that has the sense of delight that I find so wonderful in a game. If I have to quibble, I have to say that I don't like the computer being able to pick any spell it wants to get itself out of a tight spot. You have only five spells, and it would be nice to know what spells the computer has access to--that way, your move could take those contingencies into account. As it is, you're arbitrarily at the program's mercy. But it's a great game, maybe a classic, and I hope that Mark of the Unicorn translates it to other machines (Atari 800 or Amiga, maybe?).

NEXT ISSUE

If all goes well, I should be talking about the two new Lucasfilm games, The Eidolon and The Koronis Rift. I've heard good things about them.

And now, a scoop! When I say "multiplayer game" or "graphics," who do you think of? Epyx? Activision? What about Infocom? No, I'm serious. This project has been on the boards for over two years, and it was started by Michael Berlyn (who's no longer at Infocom) and Marc Blank; I managed to see it at an early stage.

"Fooblitzky" is for two to four players, comes with a playing board and grease pencil for each player, and is like, according to Infocom, a cross between Clue and Mastermind. To quote their ad, "Fooblitzky combines logic, strategy, and chance with some of the wackiest animation on this planet to create a computerized board game that we swear on a stack of interactive fiction stories is FUN."

"Why haven't I seen this ad?" you ask. You may have, but only if you're on Infocom's mailing list. They're test-marketing this game for six months, and it will not be advertised or sold retail for a while. If you absolutely must have this game now, call Infocom at 800-262-6868, and ask for the Atari version of Fooblitzky; it's $39.95 plus shipping. If all goes well, I'll have a report on it next time.

RID #25 (use card at page 8)

[Note: We are skipping #24 in our RID sequence in order that the RID numbers will correspond to the new magazine numbering scheme mentioned elsewhere in this issue.]

On this page a number of games are listed for evaluation. When evaluating a game consider such things as PRESENTATION (graphics, sound, packaging, documentation); GAME DESIGN (design, playability, interesting?); LIFE (does the game wear well?).

For each game you rate, place a 1 (terrible) through 9 (outstanding) next to the appropriate number. Leave blank any game which you have not played enough to have formed an opinion.

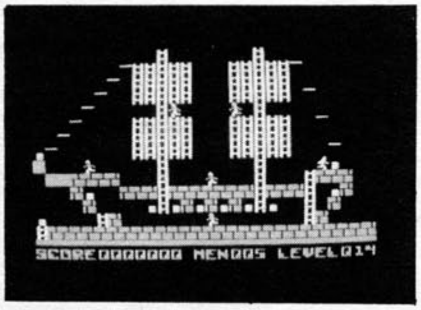
In addition to games, we have listed a few items about the magazine itself that we would like you to rate on the same scale.

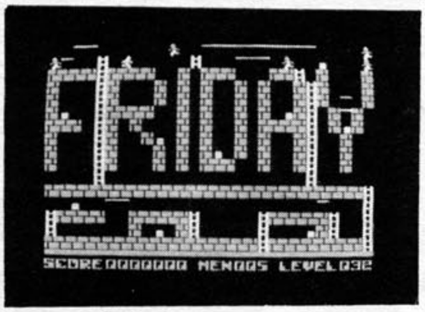
Please Mail R.I.D. #25 before Jan. 31,1986.

1. Mech Brigade (SSI)
2. Crusade in Europe (MicroProse)
3. Ancient Art of War (Broderbund)
4. Breakthru Ardennes (SSI)
5. Operation Market Grdn (SSI)
6. APBA Baseball (Rndm House)
7. NFL Challenge (XOR)
8. Decision in the Desert (MP)
9. Colonial Conquest (SSI)
10. Objective Kursk (SSI)
11. JET (subLogic)
12. Wilderness (EA)
13. Under Fire (AH)
14. Super Bowl Sunday (AH)
15. Norway 1985 (SSI)
16. Golan Front (Sim Can)
17. Battle for Normandy (SSI)
18. Imperium Galactum (SSI)
19. Heart of Africa (EA)
20. Silent Service (MicroPrs)
21. Battalion Commander (SSI)
22. Panzer Grenadier (SSI)
23. Europe Ablaze (SSG)
24. 3 in 1 Football (Haffner)
25. Star Fleet I (Cygnus)
26. Ultima IV (Origin)
27. Galactic Advntrs (SSI)
28. Music Con Set (EA)
29. Karateka (Broderbund)
30. Rescue Raiders (Sir-tech)
31. Witness (Infocom)
32. Timeship (Five Star)
33. Advent Con Set (EA)
34. Kennedy Approach (MicroProse)
35. Six Gun Shootout (SSI)
36. Lordlings of Yore (Softlore)
37. Skyfox (EA)
38. Star Crystal #1 (Barac)
39. Wishbringer (Infocom)
40. Witness (Infocom)
41. Phantasie (SSI)
42. The Bard's Tale (EA)
43. Mind Forever Voygn (Infocom)
44. Golden Oldies (EA)
45. King's Quest II (Sierra)
46. Where Carmen SD (Broderbund)
47. Alpine Encounter (Random House)
48. Icon (Macrocom)
49. Super Huey (Cosmi)
50. Countdown to Shutdn (Activision)
51. Magazine cover artwork/style
52. Kampfgruppe replay article
53. Ultima IV review
54. Overall issue
55. Do you plan to purchase any of the following computers in the next 12 months?
    (A) IBM (B) Mac (C) Atari ST (D) Amiga
56. What is your age?
57. What is the highest level of education attained?
    (A) High School (B) College (C) Graduate school
58. How much do you spend on games in an average month?
59. Which best describes CGW?
    (A) Tastes great (B) Less filling
60. Which computer(s) do you own?
    1=Apple; 2=Atari; 3=Atari ST; 4=C64/128; 5=IBM
    6=Mac; 7=Amiga; 8=other

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3.6 - Ultima III; Operation Whirlwind; Reach for the Stars; Legacy of Lylgamyn; Broadsides; North Atlantic '86; Zork II Tips; and more!

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4.5 - Staying Alive in Wizardry; Adventure Gaming Conference; CGW Baseball League; The Computer as Opponent; Sundog; CGW Computer Game Conference; Road to Moscow; Strategy Game Tips; Deadline Tips; Seven Cities of Gold Designer Notes; Rails West; and more!

4.6 - Carrier Force Replay; When Superpowers Collide; Mail Order Games; Panzer-jagd Review; More Galactic Gladiator Scenarios; Cutthroat Hints; Should You Turn Pro?; Dreadnoughts; F-15 Strike Eagle; and more!

5.1 - War in Russia Replay (Pt 1); Hitchhiker's Guide to the Galaxy (two articles); A Software Agent Looks at the Industry; Breakthrough in the Ardennes Designer Notes; Gulf Strike; Cosmic Balance Contest Results; Clear for Action; and more!

5.2 - Lode Runner Contest Results; Carriers at War; War in Russia Replay (Pt 2); Kampfgruppe; IBM Goes to War; Suspect Hints; Robot Odyssey I and Chipwits; The New Atari Computers; and more!

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5.4 - Operation Market Garden; Fog of War in Computer Games; Ultima II for Mac; The Amiga Computer; Computer Gaming in Japan; Phantasie tips; The Railroad Works; Six Gun Shootout; and more!

5.5 - The Future of Computer Gaming; The Bard's Tale; Game of the Year Awards; Crusade in Europe and Decision in the Desert; Computer Football Survey; Ultima III; Golan Front; Wishbringer tips; How to Telegame; Colonial Conquest; Star Fleet One; Star Crystal; Speculator; Incunabula; and more!

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HEART OF AFRICA *Continued from pg. 38*

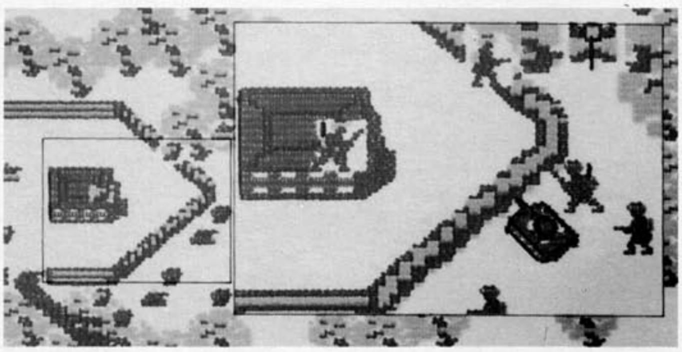
his Tomb (legend suggests this limit to have been 64K), there appears to be some favorite locations in Africa for the Tomb or the various deposits to be found. Granted that there are still a very large number of locations available, it does give a bit of a lift to ones learning curve.

But, enough grumbling. Electronic Arts have given us an opportunity to experience something which none of the participants will soon forget. The ease with which we may perform any of the actions or interactions needed with the aid of nothing except a trusty Joystick (not included) adds much to the appreciation of the high quality graphics to be found in the Heart of Africa. In fact, so interesting and enjoyable is the quest, that some have made it a point of honor to seek out all of the deposits before finding the Tomb and ending the quest. Another stalwart explorer set himself the additional goal of finding every mountain peak of fame and the source of every great river. Any number of such private quests are possible, which only adds to the "worthiness" of this singular opportunity. For those of you who enjoyed the thrill of discovery as you found new territories to the far west of Spain and for all others who long for an adventure the like of which movies are made (Where is Stewart Granger when you need him?), this journey into the Heart Of Africa may be just the thing.

UNDER FIRE!

Continued from pg. 11

even allows gamers to choose between two different scrolling systems to navigate around the maps! Let's just say you'll love the view!



UF! automatically determines how far a particular unit may move in the time allotted and counts off the number of time periods (24 per turn) a unit will require to reach its assigned position. Movement may even extend into the next turn. Players may choose either standard movement or "Scounting", a movement option that simulates combat units carefully using cover and terrain to the best advantage to avoid revealing themselves during movement.

During the Execution Phase the computer determines Line of Sight between units. This "Double Blind" system permits units to sight opposing forces while remaining concealed themselves. In addition terrain may create blind spots, such as reverse slopes, and scenarios set in different season will in turn offer different perspectives. Defoliated trees in Fall for example offer less concealment to emplaced troops and vehicles. Units, when sighted by enemy forces will be revealed on the UF! map board. Should, however, your units lose "sight" of the enemy they will just as promptly disappear!

Combat control, or just what, where and when a unit fires at the enemy, may be either "player" controlled, "computer" controlled or "Leader Controlled." This last is a game option that neatly simulates command control limitations of small unit combat. Only those units within 100 meters will be directly under your control as combat leader, the rest of your combat teams orders will come from your trusty computer!

UF! brings a wealth of detail to game play. Combat units may be either "Green", "Seasoned" or "Crack". The more experienced a unit the more accurate its fire, and the less likely it will break under pressure and the more likely it will achieve its objective. Units in UF! are "burdened" (Anyone who ever labored under a full field pack knows what that means!) by the weight of their supplies, weapons and ammunition. Once at their objective units may deploy for combat and even "dig in," improving their positions and making life generally miserable for the units assigned to clear them out. Squads with more than one weapons type can even elect to use multiple weapons firing on different targets. Should a tank or vehicle suffer damage its surviving crew can "bail out" of the wrecked vehicle and slog along with the infantry. One very nice touch is the concept of unit density. Especially at the lower game scales squads can suffer greater casualties if they're not sufficiently spread out.

"OK YOU GUYS, WHO'S GOING TO FALL ON THE GRENADE?"

UF! is a superb simulation of WWII tactical combat that is as playable as it is detailed. It probably says something that the author researched UF! at West Point, gathering a wealth of data and statistics to insure that the game faithfully recreates the "feel" of squad level combat. Indeed Ralph Bosson has combined a superb gaming system, dazzling graphics, & sound, an innovative design and finally a challenging solitaire opponent. As a game design system UF! offers some of its greatest potential. Gamers can design scenarios from scratch, build their own combat teams, "buy" their equipment, weapons and vehicles, create their own maps and finally determine the games objectives and victory conditions. And all of this on an 8-bit Apple II! A must for Apple computer wargamers.

[Ed. Note: We agree with the reviewer. UF! is a very good game (the best from AH yet!) and should easily end up in the top 10 on our RID rating chart. However, we feel the game is too slow. A speed-up card like SPEED DEMON(tm) helps, but even then it seems slow at times. This problem aside, we agree that UF! is a must for Apple computer wargamers.]

READER INPUT DEVICE

The new year brings us yet another chapter in the continuing saga of RID. The new items this issue are machine(s) and average response. "Machines" is self-explanatory, with ALL denoting the machines supported by CGW. It does **not** refer to such wonderful machines as Adam, Osborne or the TI99. Average response is the average number of readers rating a particular game. For example, Kampfgruppe has been rated three times and generated an average of 139 responses per time rated. Readers may use this figure to get a feel for the statistical relevance of a particular rating.

Strategy

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Kampfgruppe	SSI	C,Ap,At	3	139	7.94
Mech Brigade	SSI	C,Ap	2	71	7.69
M.U.L.E.	EA	C,At	13	81	7.51
Decision in Desert	MicPr	C,At	1	38	7.42
War in Russia	SSI	Ap,At	6	71	7.40
Ancient Art of War	Brodr	I,M	4	26	7.33
Crusade in Europe	MicPr	C,Ap,At	3	82	7.33
Fighter Command	SSI	C,Ap	8	43	7.24
Guadalcanal Camp.	SSI	Ap	9	48	7.24
Seven Cities Gold	EA	ALL	7	118	7.20
Breakthru Ardennes	SSI	C,Ap,At	2	36	7.19
Carriers at War	SSG	C,Ap	4	81	7.17
Reach for Stars	SSG	C,Ap	4	50	7.12
Combat Leader	SSI	C,At	5	56	7.11
Operation Mkt Grdn	SSI	C,Ap,At	3	60	7.11
Computer Baseball	SSI	ALL	6	36	7.10
Micro League BB	MicLg	ALL	3	84	7.09
Galactic Glad.	SSI	Ap,I	3	32	7.07
Flight Sim II	subLg	C,Ap,At	5	91	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
Field of Fire	SSI	C,At	4	72	7.01
Computer Ambush	SSI	C,Ap,At	5	46	6.93
Colonial Conquest	SSI	C,At	1	55	6.89
Excalibur	Atari	At	1	40	6.85
Cosmic Balance	SSI	C,Ap,At	5	84	6.83
Bomb Alley	SSI	Ap	4	32	6.82
Eastern Front	Atari	At	4	61	6.81
Southern Command	SSI	Ap	5	40	6.79
Kennedy Approach	MicPr	C,At	3	43	6.78
Star League BB	GmStr	C,Ap	1	73	6.78
Battle for Normndy	SSI	ALL	2	47	6.77
Gato	SpHb	Ap,I,M	3	79	6.77
Gulf Strike	AH	At	4	33	6.75
Geopolitique 1990	SSI	C,Ap	3	29	6.73
Universe	OmTrn	Ap,I,M	3	46	6.73
North Atlantic 86	SSI	Ap	2	72	6.65
Cartels & Cthrts	SSI	C,Ap,I	4	24	6.62
Knights of Desert	SSI	ALL	5	63	6.61
Rails West	SSI	C,Ap,At	3	68	6.57
Computer Qrtrback	SSI	C,Ap,At	2	91	6.48
Robotwar	Muse	Ap	3	37	6.44
Chickamauga	GDW	At	1	26	6.38
Imperium Galactum	SSI	C,Ap,At	1	118	6.34
Legionnaire	AH	C,Ap,At	3	51	6.31
Broadsides	SSI	C,Ap,At	4	119	6.23
Fortress	SSI	C,Ap,At	2	31	6.16
Nato Commander	MicPr	C,Ap,At	2	41	6.10
T.A.C.	AH	C,Ap,At	1	41	6.00
Andromeda Conq	AH	Ap,At,I	1	40	5.67
Dnieper Rvr Line	AH	ALL	1	46	5.00

Adventure/Action

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Wizardry	SirTe	Ap,I	16	73	7.76
Ultima III	Orgn	ALL	10	107	7.64
Enchanter	Infcm	ALL	1	28	7.50
Phantasie	SSI	C,Ap	3	71	7.43
F-15 Strike Egl	MicPr	ALL	5	140	7.21
Knight of Diamonds	SirTe	Ap	11	53	7.19
Legacy of Llygamyn	SirTe	Ap	7	58	7.18
Archon I	EA	ALL	10	98	7.14
Choplifter	Brodr	ALL	4	79	7.13
One on One	EA	ALL	7	74	7.13
Questron	SSI	C,Ap,At	5	97	7.13
Galactc Advntures	SSI	Ap,At	3	29	7.10
Zork Series	Infcm	Ap,At,I	7	122	7.09
Pinball Con Set	EA	C,Ap,At	4	47	7.08
Lode Runner	EA	ALL	6	60	7.07
Sorcerer	Infcm	ALL	5	58	7.07
Ultima II	Siera	Ap	8	61	7.00
Ultima I	CalPa	Ap	2	48	6.96
Deadline	Infcm	Ap,At,I	3	44	6.94
Hitchhiker's Guide	Infcm	ALL	4	108	6.86
Olympic Decathlon	McSft	ALL	4	63	6.86
Planetfall	Infcm	ALL	3	51	6.86
Summer Games	Epyx	C,At	2	35	6.79
Racing Dest Set	EA	C	3	49	6.78
Rescue Raiders	SirTe	Ap	2	45	6.77
Karateka	Brodr	C,Ap,At	2	57	6.75
Wishbringer	Infcm	ALL	1	36	6.75
Ballblazer	Epyx	C,At	3	66	6.68
Rescue Fractalus	Epyx	C,At	3	71	6.68
Archon II	EA	C,Ap,At	4	76	6.64
Advent Con Set	EA	C,At	2	49	6.63
Suspended	Infcm	Ap,At,I	6	61	6.63
Spy vs Spy	1stSt	C,Ap,At	1	25	6.56
Mig Alley Ace	MicPr	C,At	3	40	6.55
Super Bowl Sunday	AH	C	1	26	6.55
Suspect	Infcm	Ap,At,I	2	48	6.39
Infidel	Infcm	ALL	3	52	6.38
Gemstone Warrior	SSI	C,Ap,At	3	76	6.36
Mail Order Monstr	EA	C	1	48	6.35
Sky Fox	EA	Ap,I	1	98	6.34
Mask of the Sun	Brodr	Ap	1	26	6.27
Witness	Infcm	ALL	2	33	6.22
Blue Max	Synps	C,At	1	133	6.20
Six Gun Shootout	SSI	C,Ap,At	2	68	6.20
Seastalker	Infcm	ALL	1	46	6.17
Sword of Kadash	Pengn		2	34	6.09
Murder on Zinder	EA	ALL	4	71	6.08
Lordlings of Yore	Sftlr	Ap	2	25	5.84
Zenji	Actvs	C,Ap	1	28	5.54
Telengard	AH	C,Ap,At	3	25	5.11

(No I.D. required for half-elves.)

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